

SONIC ADVENTURE 2 GUIDE INSIDE!

NOW OVER 3,200 VIDEO GAME TIPS!

TIPS & TRICKS

CC 50229

THE #1 VIDEO-GAME TIPS MAGAZINE

KLONOA 2

Lunatea's Veil



- ★ Find the Secret Chambers
- ★ Get All 16 Momett Dolls
- ★ Win Prizes in Our Time Attack Challenge

SELECT GAME PREVIEWS:

Universal Studios

Wave Race Blue Storm

Stuntman

Silent Hill 2

Spy Hunter

and MORE!

www.tipstricks.com

SEPTEMBER 2001

More Cheats



ESCAPE FROM MONKEY ISLAND



Complete Walkthrough



Secret Codes

Before armies, you covered your own back.



Delve deep into Viking mythology as you navigate your way through over 40 vast and picturesque environments.



Choose from a variety of axes, hammers and swords to send your enemies to Hell.



Graphics so good, you can savor the demise of your vanquished rivals with every thrust of the sword.



Animated Violence

Animated Blood and Gore



Take-Two Interactive Software, Inc. and The Take-Two logo are registered trademarks of Take-Two Interactive Software, Inc. Human Head Studios and the Human Head Studios logo are registered trademarks of Human Head Studios, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

RUNE

VIKING WARLORD

One unstoppable Viking on the road to Valhalla.



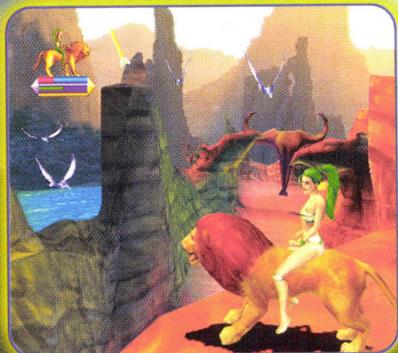
PlayStation®2



TAKE2interactive



JOIN THE ADVENTURE AT:
www.portalrunnergame.com



4 ways to play including
Vikki riding Leo!



Fend off enemies with an
arsenal of bows and arrows.



25 levels include castles, caves,
volcanoes and more!

PORTAL RUNNER™

"among the best of the first-year PS2 titles."

— Game Informer

Lured into the portal by the evil Brigitte Bleu...and lost in time...Vikki G. and her ferocious sidekick Leo the Lion must battle through exotic worlds to find their way home.

- ✖ Explore primordial lands of dinosaurs, raging volcanoes, medieval castles, spaceships, aliens and more!
- ✖ Extreme gameplay includes shooting, puzzle-solving, exploring and multi-player!
- ✖ Battle over 35 wicked creatures including carnivorous dinosaurs, fire-spewing dragons, maniacal martians and more!
- ✖ 25 challenging levels in 5 fantasy-filled worlds drenched in color with awesome graphics!
- ✖ 4 ways to play - as Vikki alone, with Leo at her side, Vikki riding Leo or on the prowl as Leo himself!
- ✖ Look out! As Leo's Fury Meter rises, he becomes stronger and faster, but also more vulnerable. Only the proper strategy will keep Leo at the right level of Fury.



PRODUCTS RANGE FROM
RATING PENDING TO EVERYONE
RP-E
CONTENT RATED BY
ESRB

Suggestive Themes
Violence

GAME BOY
ADVANCE

GAME BOY
COLOR

PlayStation®2



3DO
www.3do.com

FULL-FRONT FEAR.



MATURE
M
CONTENT RATED BY
ESRB

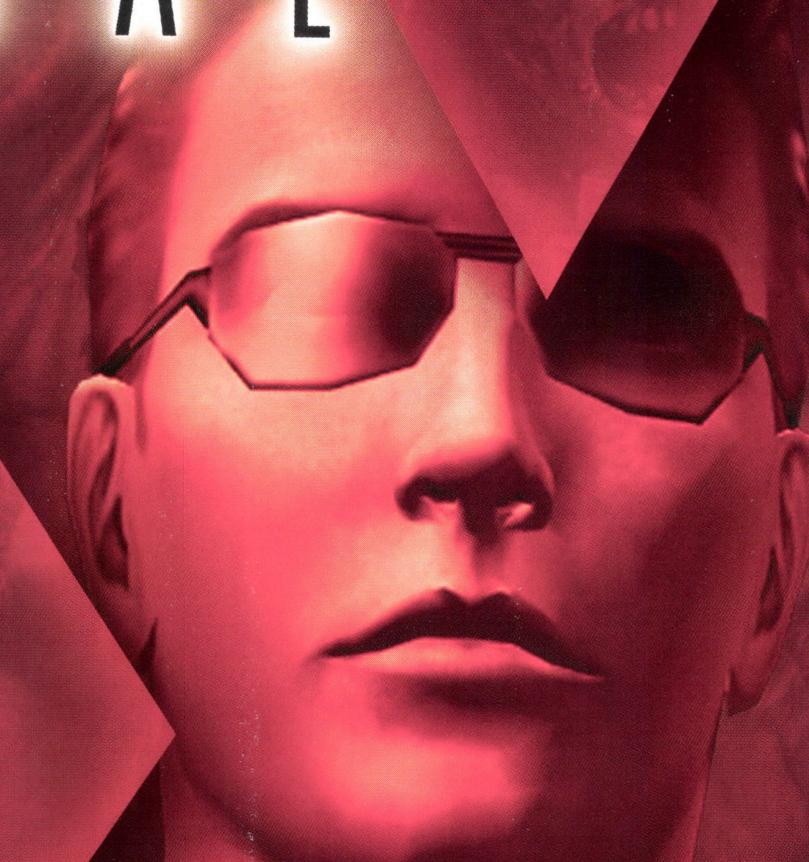
Blood and Gore
Violence



R.P.D.
S.T.A.R.S.

DISCOVER THE EVIL AT
RECVX.COM

T A L K



DEVI
L MAY CRY
BONUS
DEMO INCLUDED

Celebrate the 5th anniversary of the most terrifying game series ever as it mutates onto the PlayStation®2 computer entertainment system. Join Claire Redfield, as she searches for her missing brother, Chris, and dig deeper into the evil doings of Umbrella Corporation. Flesh eating zombies and bio-tech monstrosities haunt your every move. As an added bonus, this special edition includes never-before-seen cut scenes and an interactive demo of the highly anticipated, Devil May Cry.

RESIDENT EVIL V CODE:Veronica

CAPCOM

PlayStation®2

CONTENTS

Right about now you're probably asking yourself, "What's this *TIPS & TRICKS* magazine all about? What does it have to offer me?" My friend, you have no idea what's in store for you as you peruse these pages. Let's just say that if you play video games, we're going to make you very happy indeed.

departments

Power Up!	10
Readers' Tips	12
T&T Select Games	44
Hint Hotlines	82
Sports Desk	84
Hard Core	86
Tournament Report	88
Pokémon Report	91
Japan Report	94
Cool Zone	96

strategies

Klonoa 2: Lunatea's Veil	16
by Ara Shirinian	
Sonic Adventure 2 (Part 1)	24
by Pat Reynolds	
Escape from Monkey Island	36
by Charlotte Chen	

codes

PlayStation 2	52
PlayStation	54
Nintendo 64	64
Game Boy Advance	72
Game Boy	73
Dreamcast	76
GameShark	80



TIPS & TRICKS

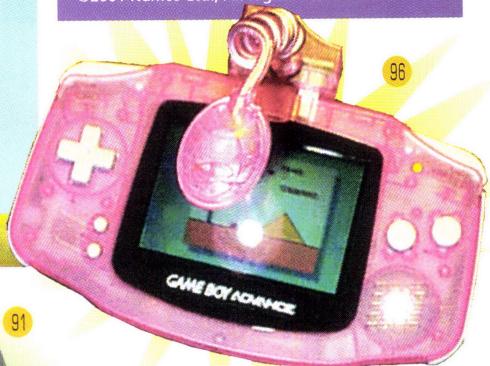


SEPTEMBER 2001

ON THE COVER

Games don't get much cuter than *Klonoa 2: Lunatea's Veil* for the PlayStation 2. But don't let the wonderful, dreamy surface of Klonoa fool you; the game can sometimes be downright frustrating! With our in-depth strategy guide, you won't have nightmares about balloons anymore. We promise!

©2001 Namco Ltd., All Rights Reserved



Tales of Destiny II



EXPLORE VAST WORLDS IN SEARCH OF POWERFUL POTIONS, WEAPONS AND CLUES.



USE SPELLS OR STEEL TO BATTLE TO THE DEATH WITH EVIL HENCHMEN.



PLAY MINI-GAMES AND UNCOVER INCREDIBLE SUB-WORLDS.

FATE MADE THEM FRIENDS

DESTINY WILL MAKE THEM LEGENDS.

A mysterious girl arrives from the heavens with a message of impending doom.

And so begins the adventure for friends Reid and Farah. But it will not be easy.

The heroes must battle not only the challenges of an unknown force,

but also the demons that exist within themselves.

TEEN
Mild Animated Violence
Use of Tobacco and Alcohol



namco

WWW.NAMCO.COM



Chris Bieniek thinks it's kind of ridiculous that Nintendo has been using the abbreviations "AGB" and "GCN" to refer to the Game Boy Advance and Nintendo Game Cube, respectively. And if they don't knock it off, Chris plans to organize a protest in which the editors of various game magazines will start to use cryptic abbreviations like "&TT," "MEG" and "MPS" to refer to their own publications.

Current Favorite Games: World's Scariest Police Chases, NFL 2K1, Mario Golf, Spider-Man: Mysterio's Menace



T&T Executive Editor Anatole Brown lives in the shadow of the Warner Bros. water tower that houses the Animaniacs. He's also one of a select group of individuals who know the exact location of the entrance of the tunnel to Toontown. Anatole used to be a regular at the Ink & Paint Club, but it's been so long since his last visit that they've probably changed the password at least a dozen times.

Current Favorite Games: Phantasy Star Online, NBA Street, Time Crisis II, Twisted Metal: Black



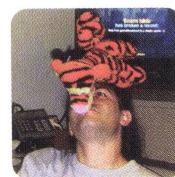
In case you hadn't noticed, corporate America has launched a bizarre campaign to have the long "e" sound replaced in the English language by a long "a." Just check out the TV commercials for Verizon Wireless ("fray" instead of "free") or AOL ("e-zay" instead of "easy") if you don't believe it. **Lisa Beattie** is understandably nervous about this, as she doesn't want to be called "Laysa Baytay."

Current Favorite Games: Worms World Party, Sonic the Hedgehog, Crazy Taxi 2, Sonic Adventure 2



Ara Shirinian has been trying hard to maintain his diet of egg whites and bread, but the new Six Dollar Burger at Carl's Jr. may prove too hard to resist...especially since it only costs \$3.95. Ara thinks it's a great idea for the name of a product to include its price; for example, the flagship of Agetec's line of ten-dollar PlayStation games could be called "*The King of Fighters \$9.99*."

Current Favorite Games: Gitaroo-Man, Keyboardmania: 2nd Mix, Gran Turismo 3: A-spec, DrumMania: 4th Mix



Jason Wilson was originally created to write about 8-bit video games. Fortunately, we found a special adapter at a used game shop that makes him fully compatible with 16- and 32-bit systems. With a four-meg memory expansion, Jason will soon be able to write about newer games for the PlayStation 2 and Nintendo GameCube with improved vocabulary, spelling and sentence structure.

Current Favorite Games: Capcom vs. SNK 2: Millionaire Fighting 2001, Capcom vs. SNK: Millennium Fight 2000, Qix, Crazy Taxi 2



TIPS & TRICKS Associate Editor Charlotte Chen has worked hard to maintain our position as the "#1 Video-Game Tips Magazine." She's really turned things around since the four-month period when our monthly *Pokémon Report* column was handled by former Motörhead drummer Phil "Philthy Animal" Taylor. Not only is Charlotte a better writer than Phil, but she smells a lot better, too.

Current Favorite Games: Devil May Cry, Silent Hill 2, Escape From Monkey Island, One Piece Mansion



For years, **Pat Reynolds** has maintained a database of important video-game dates and the events that are supposed to occur on those dates. For example, Pat fully expects that only one human family will live to see the year 2084, and that it will most likely be hunted down by indestructible Hulks and alien Brains. Until then, he plans to celebrate Zangief's birthday each June.

Current Favorite Games: Bomberman Tournament, Gitaroo Man, Sonic Adventure 2, Fire Pro Wrestling



Now that *TIPS & TRICKS* contributor **Geoff Arnold** has completed his eight-year tenure with the United States Air Force, his life has become less like *Top Gun* and more like *Fast Times at Ridgemont High* (but without the pep rallies and Phoebe Cates). Kinder and gentler, the new Geoff has had no trouble adjusting to civilian life. His battle cry used to be "Aim high;" now it's "God bless the Go-Gos."

Current Favorite Games: Discs of Tron, Legendary Wings, Marvel vs. Street Fighter, Spider-Man



Before taking his current position at the *TIPS & TRICKS Sports Desk*, **Mike Daly** was a semi-pro wrestler with red and yellow flames tattooed on his bald head. Now that he has a more respectable career (i.e. one without a predetermined outcome), he has allowed his hair to grow back, effectively hiding the evidence of his chair-slammimg, turnbuckle-jumping past from his coworkers.

Current Favorite Games: Gran Turismo 3: A-spec, NBA Street, Blast Lacrosse, Tekken Tag Tournament



T&T Editorial Assistant Jamie Andrew likes frozen pizza, but hates the fact that she has to grate her own Mozzarella to compensate for the woeful sprinkle of tiny faux-cheese squares that is considered acceptable by most manufacturers. She's also not amused by pizza makers who try to exaggerate pepperoni content by dividing each circular slice into four little pepperoni wedges.

Current Favorite Games: Dance Dance Revolution, Crazy Taxi 2, Tony Hawk's Pro Skater 2, MTV Music Generator 2

TIPS & TRICKS

Publisher
LARRY FLYNT

President
JIM KOHLS

Executive Vice-President
THOMAS CANDY

Corporate Vice-President
DONNA HAHNER

Vice-President, Administration
LIZ FLYNT

Editor in Chief
CHRIS BIENIEK

Executive Editor
ANATOLE BROWN

Art Director
LISA BEATTIE

Senior Editor
ARA SHIRINIAN

Associate Editors
JASON E. WILSON
CHARLOTTE CHEN

Contributing Editor
PATRICK REYNOLDS

Contributor
GEOFF ARNOLD

Sports Desk
MIKE DALY

Copy Chief
PHILIP SANGUINET

Editorial Assistant
JAMIE ANDREW

Network Systems Director
ANDREA LANDRUM

Network Systems Administrator
MARIE B. QUIROS

Network Systems Operator
LISA W. JONES

Production Manager
DENICE WATERS

Production Coordinator
KERRY FURLONG

Production Assistant
BRIAN EWING

National Advertising Director
MARI KOHN
(323) 951-7909 FAX: (323) 651-0651
ADVERTISING INQUIRIES ONLY; NOT A TIP HOTLINE

Marketing Manager
BRIAN DUNN

Advertising Coordinator
MIKE KASSAK

Advertising Production Director
GINA J. LEE

Advertising Production Coordinator
JOSE SANCHEZ

Subscription Director
R.J. SWIRZ

FOR SUBSCRIPTION INFORMATION,
CALL 1-800-621-8977
SUBSCRIPTION INQUIRIES ONLY; NOT A TIP HOTLINE

Audit Bureau of Circulations
Member

Vice-President, Operations
GERRY AWANG

Vice-President, Sales & Marketing
JEFF HAWKINS

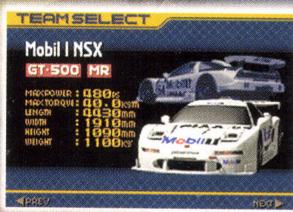
Vice-President, Advertising
DAVID LUTZKE

Vice-President, Finance
DAVID WOLINSKY

TOP GEAR GT CHAMPIONSHIP

Second place is never an option.

There's never been a portable racing game more realistic than Top Gear GT Championship!



www.kemco-games.com



© 2001 KEMCO / GT ASSOCIATION / Developed by VISION WORKS. TOP GEAR is a registered trademark of KEMCO. Game Boy Advance is a trademark of Nintendo. © 2001 Nintendo.



Readers' tips

Got a video-game question that no one can answer? Got a secret tip that no one else knows about? Well, tell us about it! Send all correspondence to:

TIPS & TRICKS

**8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211**
If you're nice, if you don't ask for free stuff and if your letter is legible, we might just print it here!

CODE NAMES

I have a question is about the Nintendo GameCube and the so-called "Nintendo Dolphin." What is the Nintendo Dolphin? Some people say it's like a "code name" for the GameCube. Some say it's another totally new system by Nintendo. Which one is it, a code name or a new system? If it was a code name, what was the reason for making one?

—Ethan Tabibian
Round Rock, TX

"Dolphin" was a code name for what's now known as the GameCube. It's the same system. As you might guess, work begins on game console hardware projects years before the product hits the stores. The actual name of the final product usually isn't settled upon until relatively late in the development cycle. "Code" names are used by the people who are associated with the product internally, and this information is often leaked or even provided willingly to the press. For example, the Nintendo 64 was called "Project Reality" and "Ultra 64" at various stages of its development, and at one point Sega's Dreamcast was called "Katana." This is actually a very common practice in all kinds of hardware and software industries.

VIVE LA DIFFÉRENCE!

Why is THQ's Smackdown series different from the N64 WWF games? I know they're from two different developers, but what's the big deal? I think Yukes needs to look at Aki's Wrestlemania 2000 and No Mercy to get some ideas for WWF Smackdown! "Just Bring It" on PS2.

—Steve Newman
Glenwood, IA

You may prefer Aki's games, but we like the variety that results from having the WWF games created by totally different developers for different systems. It's also a pretty shrewd marketing gimmick; if you're a hardcore wrestling fan who owns several different game systems, you might be encouraged to go out and buy Wrestlemania AND Smackdown AND No Mercy, which would never happen if there was just one WWF game with identical versions released for all of the different platforms.

CHEATED

I just recently got the N64 game Mario Kart 64. I've noticed that the computer-controlled racers can go faster than you no matter what—and that makes it almost impossible to even get 3rd place. And if you use a shell or banana or something like that, the CPU always gets up and is racing again in about two seconds. And it overtakes you almost straight away. What bugs the heck out of me is that if you're in first place and you're just about to cross the finish line, the dumb CPU overtakes you...and this is a real pain when you're on the last round of the last lap in GP Mode. And whenever you take shortcuts on the tracks, the CPU overtakes you almost right away. Was the game meant to be like this?

—Michael McClanahan
Salisbury East, South Australia

In real life, all participants in any kind of competition are usually subject to the same rules. However, in the imaginary world of video games, that's not always the case. There are many examples of games in which you can clearly see that the computer-controlled opponents aren't following the same rules as you are. Why would anyone design a game in this way? Well, it's usually done to make a game seem more fun or challenging. For example, a racing game might be more exciting if your position changed a number of times throughout the race instead of having you stuck in 4th place the entire time. Sometimes the rules are actually bent in your favor, as is the case if you fall behind your opponent in Daytona USA or NBA JAM. Of course, you could also argue that this technique doesn't really make the game more exciting for everyone. A player of low or average ability might appreciate the extra burst of speed or lucky half-court three-pointer, but a skilled



Here's a shot of THQ's upcoming wrestling game, *WWF Smackdown! Just Bring It.*

player would likely find such a game to be more difficult and frustrating. But that's a whole different discussion.

TRICK OR TREAT

I have seen several magazines from other companies and sadly found that their tricks don't work. On the other hand, yesterday I got one of yours and I was really happy to see how easy it is to follow. Your tips and tricks really work! Congratulations!

—Sergio Tejeda
Venice, CA

Unlike some other magazines who deliberately make up codes—and tell you that you should consider it a bonus if you can get them to work—we personally verify every single code printed in these pages. Thanks for noticing!

TOKEN OF THE MONTH



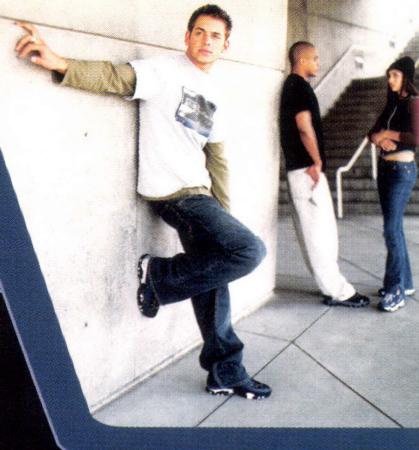
This month's token is from Odyssey Fun World in Chicago, IL. It was sent in by Jermaine M. Hanks, also from Chicago. Thanks, Jermaine!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



SKECHERS^{USA}
FOOTWEAR



SKECHERS.COM

FOR A FREE CATALOG CALL: 1.800.201.4659



01





Readers' tips

MEGA FAN

I'm a big fan of the *Mega Man* games. I've played almost every one of them. Like *Final Fantasy*, *Mega Man* has had a series of games to play and both have been very popular. Now *Final Fantasy* has created a movie, and I was wondering if *Mega Man* will ever have a movie. Thanks for your time.

—Cody Edwards
Perry, FL

Unfortunately, there is no *Mega Man* movie to speak of. However, back in 1995 a *Mega Man* cartoon series appeared on television and lasted for about three seasons. You might be able to find some of the episodes on VHS at your favorite video store.

CD GRAPHICS

In an attempt to quell my cravings for old-school games, I have taken a rest from my Dreamcast and have begun playing my Sega Saturn. Well, I



was reading the instruction manual to it and came across a part about playing CD+G and CD+EG discs. I quickly grew zealous at the prospect of playing these sorts of discs. So I popped in my IMX CD to play the video on it and for about one second, the Saturn began to play the audio to the video. After the second of audio, all sound ceased and the Saturn returned to its normal CD playback functions. I am writing you to beseech you for your aid.

Please help me out. I would love to be able to play this video on the CD. I know you guys are the only ones who can help me since every staff member of *TIPS & TRICKS* is a gaming guru. Thanks a bunch, guys (and girls). Keep up the good work on your terrific magazine.

—Brandon Matsalia
Upland, CA

CD+G, also known as "CD-Graphics," is a special extension of the standard "Red Book" format of audio CDs. Although it sounds really exciting, it is a relatively old format and the graphics it can store are quite crude: CD+G only has room for 288 x 192 pixels, with 16 colors on-screen at once. CD+EG is an extended version which allows for 256 colors at once. Many of the older CD-based video game consoles had the ability to display graphics that were specially encoded onto certain music CDs in this way. However, newer consoles don't support it for two main reasons:

First, few CDs had CD+G encoded onto them anyway. **Second,** the entire format has basically become obsolete, as no new music CDs have been manufactured with this specification for more than a few years now. The "video" on your music CD was probably not CD+G format, which explains why your Saturn refused to play it. Most likely, your CD is one of those hybrid formats which contains a video file that can only be read by a PC.

BIRTHDAY BLUES

For my birthday I was about to buy the game *The Legend of Zelda: Majora's Mask* for the Nintendo 64. I looked at the price and it was \$60. I read the box of the game and it said that it won't work without the Expansion Pak. So I took a look at the Expansion Pak and it was \$30. I think it's a lie that they say the game is \$60 when it's really going to cost me \$90 to play it. What's up with that? Why can't the company just put them together? Because that's the only way to make it work, you have to have both to make the game work. I hope you get to read this. Thank you for your time.

—Anthony Jorgensen
Bellecenter, OH

We feel your pain; not too many video games are worth \$90 (though *Majora's Mask* is probably one of them). Admittedly, Nintendo was in a pretty tough spot when it decided to release the Expansion Pak. The best the company could do was to bundle it with a mass-appeal game like *Donkey Kong 64* and hope that everyone had one by the time games like *Majora's Mask* were ready to be released. Check your local game shop to see if they have any used Expansion Paks for sale; you could also try one of the third-party models if you want to save a few bucks.

IMPORTED CODES

I have a Japanese PlayStation, N64, etc. Sometimes the codes in your magazine don't work on my Japanese games. For example, I saw the *Mega Man X4* code and I tried it on *Rockman X4*, and it didn't work. But, I have a friend that has the American version of a different game and I gave him a Japanese code and it worked.

—Mark Dacumos
Ebinashi, Kanagawa-ken, Japan

Sometimes when games are translated for the American market, the developers may change or even remove whatever secret codes were in the original Japanese versions. In the case of *Mega Man X4*, the codes were altered because the game's button assignments were changed from the Japanese version. In Japan, Sony requires that all PlayStation games use **O** as the main action button (for selecting menu items, etc.) whereas in North America these functions must be assigned to the **X** button. If you reverse the **O** and **X** buttons, you'll find that the *Mega Man X4* codes do work in the Japanese *Rockman X4*; for example, to play as the alternate *Rockman X*, you would start the code by pressing the **X** button twice instead of **O**.

TIPS & TRICKS Sticker Gallery



Send us your Game Boy Printer, *Pokémon Snap*, Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll try to print 'em right here!





A Journey of friendship
A Journey fraught with danger
A Journey to save the world...
A Journey West

koei
www.koegames.com



SAYUKI

Journey West

Saiyuki is a strategy RPG based on one of the most popular legends of China, the journey of the monk Sanzo from China to India and back.

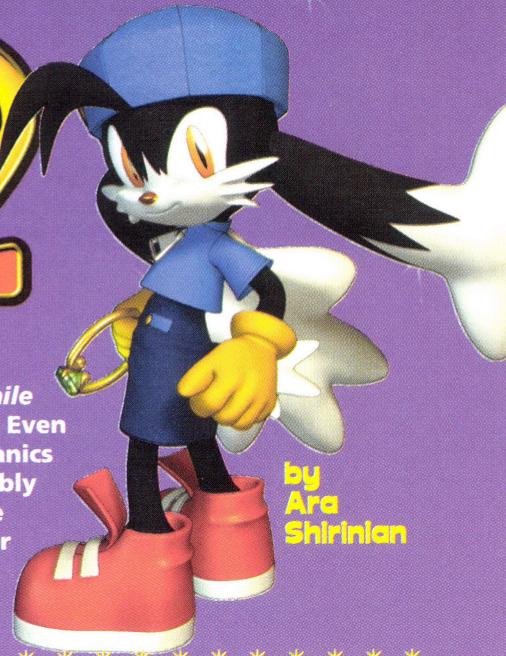
- ✿ **Man or Beast... The Ultimate Attack Force... "WereForm"**
Romp across the battlefield as a huge monster with powerful attacks!
- ✿ **An unexpected source of aid... "Guardians"**
The heavens will support you and provide protection and power!
- ✿ **Character Customizing**
Add special abilities and improve character attributes!
- ✿ **Magic**
Magic turns the tide of battle! Effects range from beneficial healing, to comets that kill all in their wake!





KLONOA 2

Lunatea's Veil



by Ara Shirinian

Released for the PlayStation in 1997, *Klonoa: Door to Phantomile* was one of the most underrated action-platform games ever. Even though the overall format was not new, the gameplay mechanics and interface were ingeniously designed and totally original. Possibly because of its nonsensical advertising campaign—or maybe because Klonoa was not a familiar character like Mario—the game just never got the attention it deserved. Now with the release of *Klonoa 2*, perhaps more people will have the opportunity to discover one of the most well-crafted game series of all time.

Basic Gameplay Mechanics

There are a few rules that govern all the interactions you can have with enemies in this game. The basic play mechanic is unusual compared to most other games of this type, so it might take a little while to realize the depth of latitude that's possible in your movements.

All of the actions in this game are built upon two basic maneuvers: jumping and capturing with the Wind Bullet. Note: When you press the Jump button, Klonoa will always jump at the maximum possible height; holding the button down will not make you jump higher. With the Wind Bullet, you can capture any enemy except Spikers, armored enemies, large enemies and bosses.



Floating

After jumping or falling, you can hold down the Jump button to float in the air for a few seconds at most. However, floating is not possible if you're holding onto an enemy. If you continue to hold down the Jump button the entire time, Klonoa will be able to recover some lost altitude up to the original height of his jump. Because of this, you can walk right off a ledge, then immediately hold down Jump and return to the ledge safely! If you ever fall or miscalculate your jump, always try floating. It can get you out of a fix more often than you would expect.



Double Jump

This is another basic maneuver that you'll have to use often. After capturing an enemy, you can jump, then jump a second time in mid-air. You can still float after the double jump is completed.



Throwing

You can throw a captured enemy in a number of different ways. When a captured or thrown enemy comes in contact with another enemy, both disappear. Remember, you can also throw a captured enemy at a switch, marked block, egg or any item inside a bubble. The puzzles encountered in this game will often require you to indirectly manipulate certain objects in this way. Besides throwing toward the right or left, you can also throw into the background or into the foreground. To do so, you must first press Up to face the background or Down to face the foreground. You can also throw an enemy downward by performing a double jump; however, throwing upward is not possible. The only way to attack upward is by capturing an Erbil and performing a double jump with it.

Advanced Gameplay Mechanics

Multiple Jumps



After completing a double jump, if there's another enemy nearby in the air, it's possible to capture it and jump a third time if you're quick enough! In fact, as long as there are enough enemies nearby, you can continue to grab one in mid-air and jump over and over without ever touching the ground!

Don't get discouraged if you can't do this right away, though. This maneuver requires practice in addition to fast reflexes.

Getting the Most Altitude From a Multiple Jump

If you plan to jump again right after capturing an enemy or grabbing onto a Goomi in mid-air, the absolute height of your next jump depends on two factors:

- * The height at which the Wind Bullet came in contact with the enemy
- * The interval of time between the point at which the Wind Bullet made contact with the enemy and your next press of the Jump button

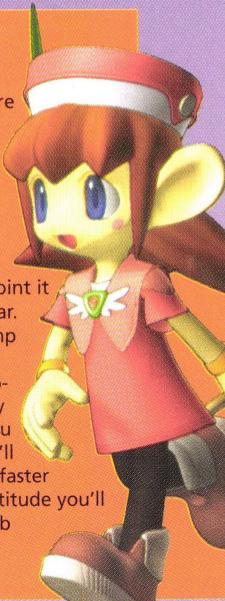
In order to gain the maximum height possible, you must aim your Wind Bullet at the top portion of the enemy and also jump immediately after capturing the enemy. If you delay in pressing

the Jump button after capturing—or if the Wind Bullet strikes the middle or lower portion of the enemy—the ultimate altitude you'll be able to gain will be correspondingly reduced. Of course, if you fire the Wind Bullet too high or too low, it won't make contact with the enemy at all.

Getting the Most Altitude From Teton

When you grab Teton, you'll float upward along with it for about two-and-a-half seconds, at which point it will automatically disappear. You can't do a Double Jump with Teton. However, the height you gain after grabbing onto it actually depends on your vertical velocity at the moment your Wind Bullet makes contact. If you are falling downward at the moment of contact, you'll gain less altitude after grabbing Teton. Similarly, the faster you're rising at the moment of contact, the higher altitude you'll gain.

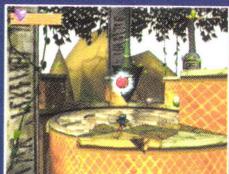
In order to gain as much height as possible, grab Teton in mid-jump while you still have some upward momentum.



Common Sticking Points

In this section, I'll detail how to proceed past some of the more obtuse puzzles in the game. You'll also be able to apply the techniques described here in many other situations.

La-Lakoosha: Pendulum



In this area, there's a pendulum in the center of the screen and a couple of tall stone pillars blocking your way. How do you destroy the pillars? Simply capture an enemy and throw it directly at the pendulum in order to knock it against each pillar.

Joliet Fun Park: Theater



Normally, enemies will reappear in their original positions almost immediately after you dispose of them. However, in a few locations like this one, the rules are a little different. If you capture the Hoppin' Moo and use it to jump onto the platform, he won't reappear until you touch the ground again, and if you do that, you're back where you started! Use the red Moo on the left side of the screen to get you up on the platform first. Then you can capture the Hoppin' Moo while standing on the platform and finally reach the green switch.

Ishras Ark: First Engine



When you reach the interior of the first engine, you'll see three enemies and a Likuri on the far left side. Whenever you throw Likuri at another enemy, he'll absorb that enemy for a brief moment, then he'll return to you like a boomerang. During the short time interval while Likuri is absorbing the second enemy, you're free to do any action you want—for example, a double jump with a third enemy. You can't hold two enemies at once, though, so any enemy you may already be holding will disappear when Likuri returns to you. Get used to practicing this skill, because it will become essential from this point on in the game. When Likuri absorbs one enemy, he will glow yellow. After absorbing two enemies, he'll glow blue. After three, he'll glow red. The object in this puzzle is to throw a red Likuri into the hole. There are just enough enemies here to allow you to do this, so you will have to throw Likuri at each one while ending up on the platform with a red captured Likuri.

If it still seems confusing, just carefully follow these steps:

1. Capture Likuri.
2. Perform a double jump immediately above one of the enemies on the ground. Likuri will absorb it. You should have a yellow Likuri in your possession after you do this.
3. Perform a double jump immediately above the other enemy that's on the ground. This time, aim to land on the platform in the center. At this point, you should have a blue Likuri in your possession and you should be standing on the platform.
4. Without moving off the platform, throw Likuri toward the right when the Flying Moo reaches the same height as you. Likuri will absorb this enemy also, leaving you on the platform with a red Likuri.
5. Throw Likuri into the hole in the background.

Stay on Disappearing Platforms



Late in the game, you'll begin to see special green platforms. These types of platforms will disappear a moment after you step on them. However, they always reappear within a few seconds. There are small circular ones and larger oblong ones. Actually, the time it takes for one of the circular

ones to reappear is almost exactly the same amount of time it takes for you to jump and float. Knowing this, you can jump in place with the button held down as soon as you land on one. As you begin to fall, the platform will reappear right under you!

Maze of Memories: Last Gallery



This stage is full of confusing puzzles, but the section right before the end of the stage is the most difficult. The door leading to the stage exit is blocked by a blue crystal. The adjacent room contains doorways to three more rooms. Each of the four rooms in this puzzle is associated with an object and color:

Color	Object
Green	Exit room (where the blue crystal is located)
Blue	Erbil's room
Yellow	Likuri's room
Red	Boomie's room

The solution to this puzzle is a little complex, so I'll spell out each step right here:



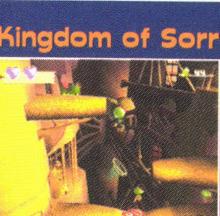
1. Enter Boomie's room. Capture him, then enter Erbil's room. Throw Boomie at the barrier and wait for it to be destroyed.



2. Now capture Erbil, then enter Likuri's room. Perform a double jump with Erbil to remove the two blocks in this room.



3. Go back to Boomie's room and capture him again. Quickly bring Boomie to Likuri's room.



4. In Likuri's room, perform a double jump with Boomie so you can reach and capture Likuri. Now throw Likuri at Boomie before he explodes. At this point, you should have a glowing yellow Likuri in your possession. If you don't, you'll have to re-do this step.

Kingdom of Sorrow: Second Crystal Puzzle



Here is the second puzzle involving Likuri and a crystal in this stage. This one requires some fast timing. First, you'll need to throw the Likuri at the Flying Moo on the far right. Then you must quickly grab the Flying Moo in the center and use it to jump all the way up to the enemy at the top ledge before Likuri returns to you. If you can reach the top ledge with a glowing yellow Likuri in your possession, then capturing the remaining two enemies will be trivial.

Items

After obtaining any item, like a Momett Doll Bell, you'll only get to keep it if you can complete the stage after picking it up. If you die before reaching a Memory Clock—or if you leave the stage prematurely by selecting "Retry" or "World Map" at the pause menu—you'll lose all such items that you previously picked up in that stage.



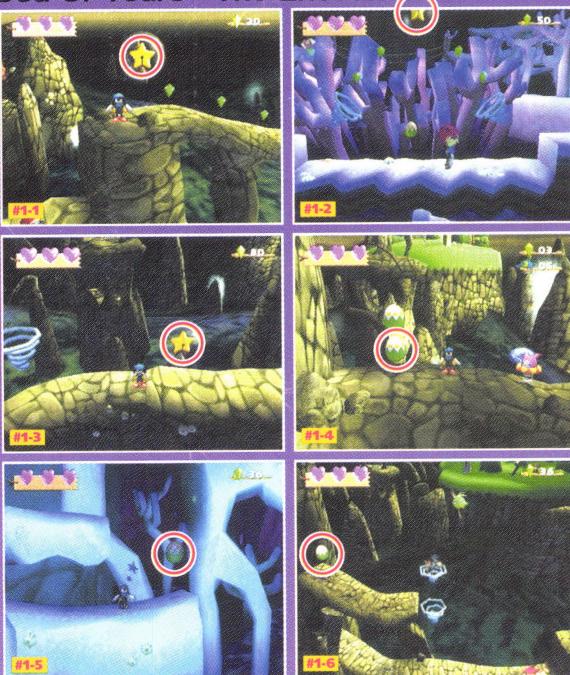


Momett Doll Bell Locations

In each of the regular 16 stages of the game there are six Momett Doll Bells. Some of them are hidden away while others are in plain view. In this section I'll show you the locations of every single bell along with some hints on how to reach some of the more difficult ones. Each one is listed in the same order as the order in which you'll encounter them in each stage.

Stage 1

Sea of Tears ~The Encounter~



Bell #1-2

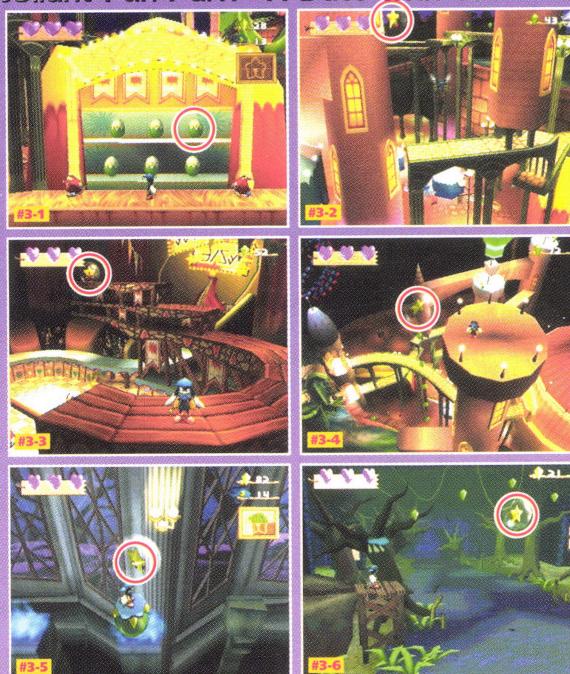
To reach this area where the second bell is located, take the upper-left path immediately before the bridge inside the cave.

Bell #1-4

This bell is hidden in an invisible egg. To make the egg appear, just walk over its location illustrated here.

Stage 3

Joliant Fun Park ~A Date with Tat~



Bell #3-1

The bell is in the rightmost egg in the top row. Throw the Moos into the background to break the eggs.

Bell #3-2

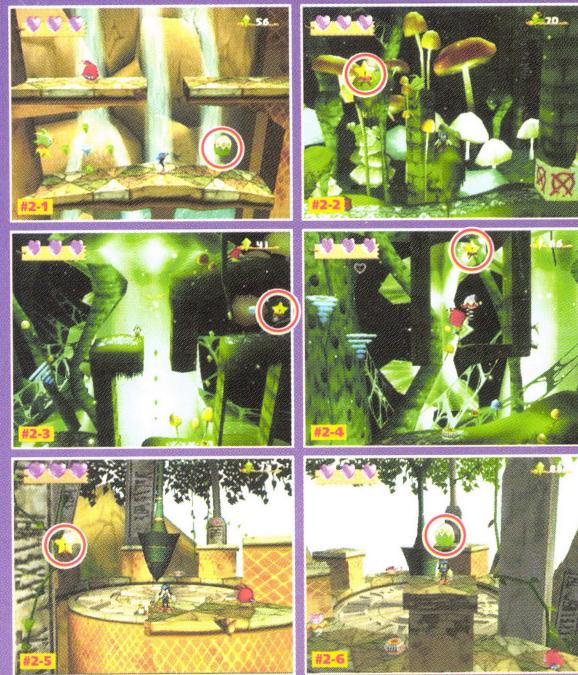
Use Kiton from the lower left section of this area to reach this one. When you're next to the bell, just throw Kiton into it.

Bell #3-6

Float over to the right side of the river first, then throw the Kiton toward the bell before it disappears.

Stage 2

La-Lakoosha ~Sacred Grounds~



Bell #2-1

This one is also hidden in an invisible egg.

Bell #2-2

Stand on the top ledge and shoot into the foreground to get this bell.

Bell #2-3

Pick up the red Moo from the upper right corner and use it to perform a double jump off of the Wee Jump'oline to reach this bell.

Bell #2-4

The Hoppin' Moo in this screen won't reappear until you touch the ground under the ledge.

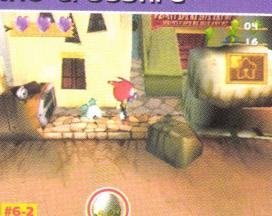
Bell #2-6

Here is another invisible egg with a bell inside. You'll have to jump in place at this point to make it appear.

Stage 4

Jungle Slider ~Raging Rapids~



Stage 5**Underground Factory ~Bowels of the City~****Stage 6****Volk City ~Through the Crossfire~****Stage 6****Volk City ~Through the Crossfire~****Bell #6-6**

Just before you hit the Big Jump'oline, shoot into the foreground to pick up this bell.

Stage 7**Volkan Inferno ~Imminent Danger~****Stage 8****Ishras Ark ~On to Mira-Mira~****Bell #8-2**

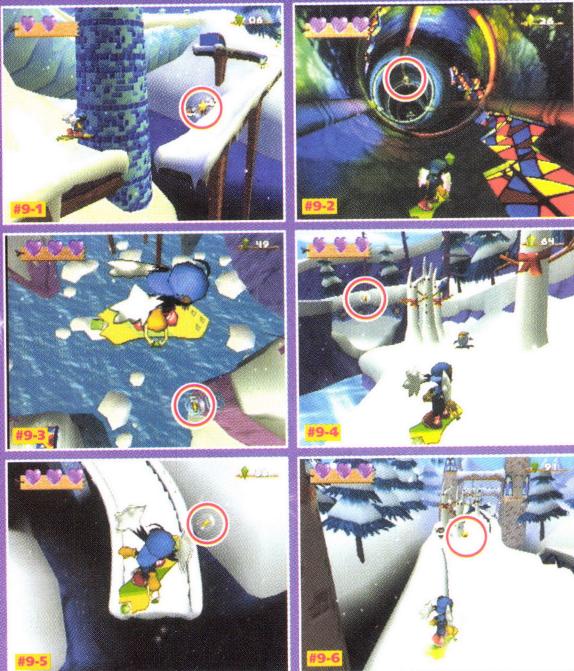
First, capture Likuri on the upper ledge. Move back to the lower ledge and throw it at the Moo to your left. Before Likuri returns to you, you can walk under the low ceiling to reach the egg.

Bell #8-6

It's possible (but much more difficult) to get this Bell the first time you reach it. Don't worry, you'll have a second opportunity to reach that high ledge before the stage is over. The only way to do this is to grab the Erbil and quickly press Jump again in mid-air.



Stage 9 Mts. of Mira-Mira ~Alpine Wonderland~



Stage 11 Noxious La-Lakoosha ~The Catastrophe~

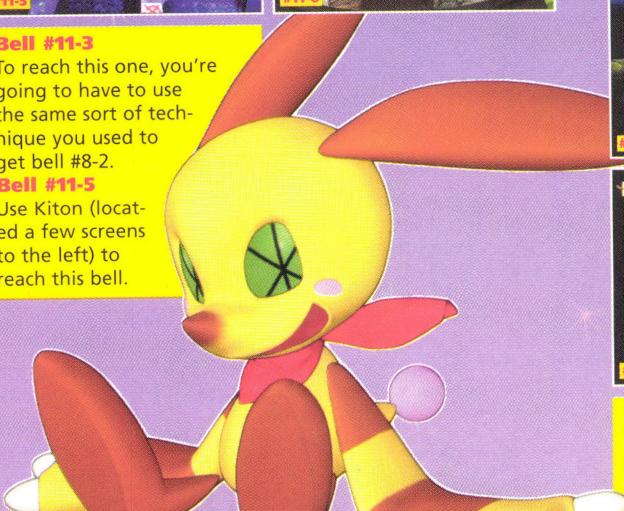


Bell #11-3

To reach this one, you're going to have to use the same sort of technique you used to get bell #8-2.

Bell #11-5

Use Kiton (located a few screens to the left) to reach this bell.



Stage 10 Maze of Memories ~The Labyrinth of Illusions~



Bell #10-1

When you first see this bell, you'll think there's no way to get it without falling into the spikes below. However, if you first go through the blue door to flip everything upside-down, you'll see how simple it is to reach.

Bell #10-3

Bring the Erbil from the previous room and you'll be able to reach this bell in the upper left corner.

Bell #10-4

Here's another bell hidden inside an invisible egg. Even though you won't be able to see the egg, its shadow will still be visible.

Bell #10-5

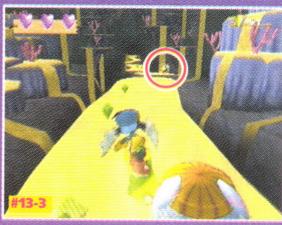
Don't be confused by the mirror here. You must throw the Moo into the foreground, not the background.

Stage 12 Dark Sea of Tears ~Veil of Darkness~



Bell #12-6

This situation is similar to that of bell #3-6. The only way to get the bell is to throw Kiton at it, but make sure there's ground below you before you do it.

Stage 13**Empty Sea of Tears ~Beyond the Sands~****Stage 15****Kingdom of Sorrow ~Where Sunsets Dream~****Bell #15-1**

Use the green Flying Moo to the right of this screen to get the bell out of the egg. It seems impossible at first because of the disappearing platforms, but you can do it! First jump onto the green platform adjacent to the Flying Moo. Don't grab the Moo right away, just jump and float in place so that you'll land back on the green platform immediately after it reappears. Now, if you're quick you can capture the Moo just as you stop floating and the platform will reappear under you. You'll then have enough time to jump back onto the stable ledge. Next, just stand on the green platform in front of the egg and throw the Moo into the background.

Stage 14**The Ark Revisited ~Countdown~****Bell #14-2**

This bell is immediately to the upper-left relative to the location of bell #14-1.

Bell #14-6

This is probably one of the most difficult bells to get. It's hidden in the marked block. You've got to use the Boomie from the beginning of this area so you can double jump and grab the Erbil when he reaches his maximum height. Jump again immediately after you capture Erbil and it should propel you high enough to destroy the block.

Stage 16**The Forgotten Path ~Deliverance~****Bell #16-6**

To reach this bell, you must take a side route near the end of the stage. It's just to the left of the row of five vertical blue flames.





Secrets

There's much more to *Klonoa 2* than just finishing the stages! As you complete various objectives, new rewards and challenges will become unlocked:

Do this...

- Defeat Leptio the Flower Clown
- Defeat the King of Sorrow
- Collect 8 Momett Dolls, then visit Momett House
- Collect all 16 Momett Dolls, then visit Momett House
- Complete Chamber o'Fun
- Complete Chamber o'Horrors
- Collect 150 Dream Stones in any stage
- Collect 150 Dream Stones in all 18 stages

to get this...

- Momett House & House of Horrors & one Scrapbook image
- A book icon next to your save file
- Unlock Chamber o'Fun
- Unlock Chamber o'Horrors
- Silver Momett Statue & unlock Hurdy-Gurdy tracks 1-27
- Gold Momett Statue & unlock Hurdy-Gurdy tracks 28-54
- Unlock one of 18 new Scrapbook images
- A ring icon next to your save file

Popka & Lolo at the Title Screen



Popka step on Klonoa! If you hold down R2 + L2 instead, Lolo will appear!

Quickie



Namco's upcoming RPG, *Tales of Destiny 2* (also known as *Tales of Eternia* in Japan) features a cute animal named Quickie. While this game would otherwise have no relation to *Klonoa 2*, you can actually find Quickie sitting right next to the river in the Jungle Slider stage!

Interview with Tsuyoshi Kobayashi

Project Director & Game Designer for *Klonoa 2: Lunetea's Veil*

TIPS & TRICKS: What are your current role and duties at Namco?

Tsuyoshi Kobayashi: Currently, I am Producer, Director, Game Designer and a few others. T&T: Please tell us a little about your background. What other games have you worked on at Namco and in what capacity? What did you do before coming to Namco?

TK: Before joining Namco, I was a university student. I was kind of a "Happy Man" just enjoying games. Well, I am now a "Happier Man" due to the fact that I can both produce and enjoy games! The projects I have produced for Namco are *Klonoa: Door to Phantomile* for the PlayStation, the WonderSwan version for Bandai and *Klonoa 2: Lunetea's Veil* for the PS2. I am currently working on *Klonoa: Empire of Dreams* as a Supervisor. I was also a course designer for *Ridge Racer Type 4*.

T&T: The basic gameplay concept in the *Klonoa* series is very creative and deep even though most of the interaction takes place in two dimensions. What was the original inspiration or motivation for this style of game?

TK: My initial motivation was to create new game design—2-D interaction within a 3-D



feeling of satisfaction that you are actually getting better and better at it by playing it over and over. *Klonoa* is one of the games that a player can easily become better at by playing it longer. I believe that *Klonoa* can make a player enjoy a 3-D action game by setting some kinds of restrictions. I think that a 3-D action game without restrictions in the environment will not maximize the fun factor of the title, although placing restrictions might not always be a good factor either.

T&T: How was the unusual speech of all the characters in *Klonoa 2* created? Sometimes it sounds like people speaking backwards.

TK: Regarding this question, I asked Yoshihiko Arai (Art Director), who actually developed the *Klonoa* language:

Yoshihiko Arai: First, I developed the linguistics of the entire language based on sounds like "Wahoo," "Manya," etc. However, in order to maintain a uniform sound, I had to minimize the number of the words; for example, "Wahoo" means "Oh, great!" or "What?" plus a few others. We did not make the language to sound like someone is talking backwards on purpose. We wanted to make it different from any other language.

Well, something like that isn't easy to do, is it?

T&T: What happened to the belts that *Klonoa* wore in the first game of the series?

TK: Regarding this question, I also asked Yoshihiko Arai, who designed *Klonoa*'s costume:

YA: Since *Klonoa* is a bit older in this adventure, we changed his costume so that it is more appropriate for his age.

T&T: Is there anything that you wanted to include in this game but weren't able to for whatever reason?

TK: We are very satisfied with the amount of the work and effort we put into *Klonoa 2*. But there were some features, such as versus mode, which we did not put in. In a sense, there is no end when producing a game, since there is no limit in generating ideas. We can improve the quality of the game endlessly. Therefore, the person in charge of the project—a producer, like I was for *Klonoa 2*—must draw the line where to complete the project. I am really satisfied with the contents of *Klonoa 2*. We put as much as we would like to have put in.

T&T: What are some of your favorite games?

TK: Well, I actually love simulation games and realtime strategy games, although they are very different from *Klonoa*.

T&T: Can you tell us anything about what's in store for *Klonoa* in the coming years? Are there any plans for a *Klonoa 3*?

TK: We are discussing this although we have not decided anything yet. I promise you that you will not be disappointed.

KLONO 2 TIME ATTACK CHALLENGE vs. LEPTIO THE FLOWER CLOWN

Think you're good at *Klonoa 2*? Here's your chance to prove it! You're eligible to enter this contest if you've unlocked Momett House after defeating the second boss, Leptio the Flower Clown.

How to Enter

1. Go to Momett House and select "House of Horrors."
2. At the next screen, select "Leptio the Flower Clown."

You'll fight a time attack battle against this boss.

3. After you clear the battle, the timer will stop and the "Retry" screen will appear. Once you've achieved your best possible time, take a photograph of this entire screen while making sure that your Clear Time in the lower right corner of the screen is in the picture.

4. On or before October 28, 2001, mail the developed photo along with your name and address to:

TIPS & TRICKS
KLONO 2 TIME ATTACK CHALLENGE
8484 Wilshire Blvd. Suite 350
Beverly Hills, CA 90211

Hints

- * When photographing your TV screen, be sure to turn all the lights off and don't use a flash.
- * Take a couple of shots in case one doesn't develop properly.
- * If you can't read the numbers in your photo, then neither can we.
- * If the time in your photograph is too blurry or otherwise illegible, it will be disqualified.
- * If the entire screen is not displayed in the photo, you may be disqualified.
- * If you cheat, you will definitely be disqualified. We can tell if you cheat.
- * All entries must be postmarked by October 28, 2001. Entries will not be returned.

Prizes
The fastest 8 times will win the following prizes:

1st Place: One *Klonoa: Empire of Dreams* cartridge for Game Boy Advance, a *Klonoa 2* poster, a *Klonoa 2* zipper pull **AND** a *Klonoa 2* boomerang and stickers.

2nd Place: One *Klonoa 2* poster, a *Klonoa 2* zipper pull **AND** a *Klonoa 2* boomerang and stickers.

3rd & 4th Place: A *Klonoa 2* zipper pull **AND** a *Klonoa 2* boomerang and stickers.

5th-8th Place: A *Klonoa 2* boomerang and stickers.

PlayStation® 2

CITY CRISIS™

INSPIRED BY THE HEROIC EFFORTS OF HELICOPTER RESCUE UNITS AROUND THE WORLD, CITY CRISIS PUTS YOU IN THE PILOT'S SEAT OF A HIGH-TECH RESCUE HELICOPTER. THREE ACTION PACKED GAME MODES HAVE YOU PILOTING ONE OF FIVE RESCUE CHOPPERS THROUGH TOWERING INFERNOES, DEADLY CHEMICAL BLAZES AND NATURAL DISASTERS TO RESCUE SURVIVORS AND SAVE THE CITY. THE FATE OF THE PEOPLE AND THE FUTURE OF THE CITY IS IN YOUR HANDS...

A CITY ON THE BRINK OF DISASTER

- PERFORM DARING ROOF TOP RESCUES, FIGHTING TOWERING INFERNOES WHILE BATTLING UNEXPECTED UPDRAFTS AND MASSIVE EXPLOSIONS.

- FLY AT HIGH SPEED THROUGH A MAZE OF BUILDINGS, HI-TENSION ELECTRICAL WIRES AND OTHER DEADLY OBSTACLES AS YOU ASSIST THE POLICE IN THE CAPTURE OF HIGH SPEED FELONS ON THE RUN.



WWW.TAKE2GAMES.COM/CITYCRISIS



"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Syscom, and the Syscom logo are trademarks of Syscom Entertainment, Inc. Take 2 and the Take 2 logo are trademarks of Take-Two Interactive Software, Inc. © 2001 All rights reserved.

SYS COM
ENTERTAINMENT





SONIC™ ADVENTURE 2

by Pat Reynolds

Part 1

Sonic and friends are back, along with the familiar Dr. Robotnik (now known as Dr. Eggman) and a couple of new playable villains. *Sonic Adventure 2* is split into two separate storylines. The first follows Sonic, Tails and Knuckles as they try to stop the mischievous Dr. Eggman and his crew, while the second storyline puts you in the shoes of Eggman and company. *Sonic Adventure 2* is a huge game, with massive levels and lots of secrets. This guide will cover the "Hero" storyline and offer tips for getting through all of the missions on every level and beating the game. Next month we'll go in-depth with the "Dark" story and offer hints and tips for raising Chao. Let's get moving!



UPGRADE LOCATION CHART

Each character can find several upgrade power-ups throughout the game. These items grant new abilities to their owners. Some of them are essential to progressing through the game, some are necessary for completing certain missions (the Mystic Melody is crucial if you want finish each stage's Mission 3: Find the Lost Chao), while others simply make getting through the game a bit easier (like Sonic's Magic Glove). Use this chart to see where each of the three Heroes finds his upgrades. Refer to the walkthrough for descriptions of each one.

Sonic's Upgrade

Upgrade	Location	Upgrade(s) Needed
Magic Gloves	Stage 1: City Escape	Bounce Bracelet, Flame Ring
Light Shoes	Stage 4: Metal Harbor	None
Ancient Light	Stage 5: Green Forest	None
Bounce Bracelet	Stage 11: Pyramid Cave	None
Flame Ring	Stage 15: Crazy Gadget	None
Mystic Melody	Stage 16: Final Dash	None

Knuckles' Upgrade

Upgrade	Location	Upgrade(s) Needed
Mystic Melody	Stage 2: Wild Canyon	Shovel Claw
Shovel Claw	Stage 6: Pumpkin Hill	None
Air Necklace	Stage 8: Aquatic Mine	None
Hammer Gloves	Stage 12: Death Chamber	None
Sunglasses	Stage 14: Meteor Herd	Hammer Gloves

Tails' Upgrade

Upgrade	Location	Upgrade(s) Needed
Laser Blaster	Stage 3: Prison Lane	Bazooka
Booster	Stage 7: Mission Street	None
Mystic Melody	Stage 10: Hidden Base	Bazooka
Bazooka	Stage 13: Eternal Engine	None

THE HEROES



SONIC THE HEDGEHOG

Sonic is famous for his ability to run very fast, and his stages are based around speed. However, since *Sonic Adventure 2* is also a "collection game" at heart, you're going to miss a lot of things if you zip through these stages as fast as you can. Sonic can use the classic spin dash move to build up super speed from a standstill, and he's got a cool homing attack that lets him bounce from enemy to enemy, taking them out as he goes. Later in the game, Sonic will gain the ability to grab enemies and turn them into projectiles; he will also learn how to ride along lines of rings to reach new areas.



KNUCKLES THE ECHIDNA

Knuckles retains his trademark skills: punching enemies with his spiked fist, hover-gliding through the air and sticking to (and climbing) almost any vertical surface. Knuckles' stages involve searching for well-hidden treasures. He'll need to employ all of his skills to ferret out these items, and he'll gain some new abilities along the way. By the end of the game, Knuckles will be able to dig into most types of terrain and don sunglasses that allow him to see invisible objects.



MILES "TAILS" PROWER

Sonic's twin-tailed sidekick is at the controls of a powerful robotic suit in this game. With this mechanical gadget he can fire homing missiles at enemies and plow through his stages with brute force. Later in the game, Tails can find power-ups that enhance the destructive capabilities of his weapons as well as a booster that lets him hover in the air for short distances. Tails also has a life meter, enabling him to take hits and keep going even if he doesn't have any rings. Collecting rings slowly refills his life meter. Tails fans will be happy to know that you can play as a robot-less Tails in the Chao Gardens areas of the game.

THE CHAO AND ANIMALS



Every stage has several small animals to collect. Finding them is not hard, but it helps if you know where to look. For the walkthrough, I've pointed out where all of the animals in Stage 1: City Escape are located. For the remainder of the stages, you'll have a good idea of where to find animals based on their locations in Stage 1. There are three kinds of places where you'll find animals. Any time you see a small pipe, container, tree or other object, stand next to it and press B. If there's an animal hiding there, it'll pop out. Many animals are simply standing in the open. Scour each level and you'll find some in out-of-the-way locations. Finally, some enemies will release animals when they're defeated.

WALKTHROUGH

Each of the 16 Hero stages is divided into five missions, for a total of 80 missions. You only need to clear the first mission of each stage in order to beat the game, but you'll want to clear all of them to get all of the emblems and unlock some cool secrets. I'll cover each stage, with the first mission of each covered in detail, and offer tips on clearing the remaining four missions.

STAGE 1-City Escape

Sonic Upgrade: Magic Gloves

Upgrades Needed: Bounce Bracelet, Flame Ring

Although not necessary to complete Sonic's quest, this upgrade is useful. It allows Sonic to grab enemies, turn them into balls and then throw them at other baddies. The Magic Gloves are located under these metal panels, found about halfway through the level. You'll need the Bounce Bracelet (found in Stage 11) and the Flame Ring (Stage 15) in order to smash through the metal panels, though. Once you have them, you can return here for the Magic Gloves.



1st Mission: Escape from the Military Pursuit!

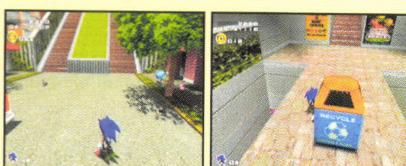


The initial section of this stage, with Sonic boarding down the streets, is mainly a setup to ease you into the game. The only things to worry about while on the board are grabbing as many rings as possible and hitting the jumps to earn points.

In the small courtyard where Sonic lands after the boarding excursion, there are two animals to collect. The first is behind the hedges to the left and the second is hidden away under the stack of crates in far corner. Use the somersault move to destroy the crates, then press B while standing next to the pipe to call the animal out.

Drop down from the location shown in the upper right photo and you'll find another animal pipe. Next, you can take the safe route across to the other side by using the stairs, or you can negotiate the platforms to grab 10 rings. On the other side you'll find another animal wandering around in the open.

After the second stretch of fast road (with more rings to collect) you'll be able to find two more animals at the bottom of the staircase; one is under a parked car and the other is in the open. Hit the jump pad, then look around at the top for another animal next to a recycle bin.



You'll find the first Chao Box on one of the plateaus next to the long staircase. It contains a key to the Chao Gardens, where you'll be able to start raising your Chao between stages.

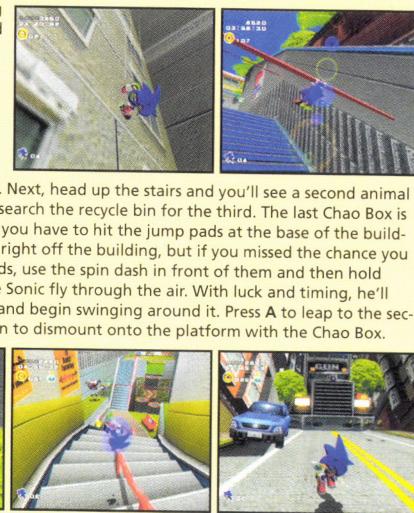
After the third section of street (hit the ramp to collect a speed shoe power-up), you can grab two more animals at the bottom of the hill. One is visible, but to get the second you'll have to stand next to the purple bush on the left and press B to whistle for it.

There's another animal in a pipe under a stack of crates in the corner. Hit the ramp to the left and you'll find the second Chao Box in the stage. This one has some animals inside (but only if you got the key from the last Chao Box; if you missed it, you'll find the key here). You can also find another animal in the small fenced area accessible from the plateau with the Chao Box. It's hidden in a recycle bin. You can collect an easy 25 rings here by hitting the jump pad on the side of the platform; this will rocket you across to the next area. Just be aware that if you want to collect all of the animals, you should drop off the platform you land on and search around on the ground for one, then grab the handle and ride back up.

As you blast through the park, it's easy to miss this animal perched on top of the lamppost. Also, if you hit the ramp on the right with enough speed, you'll find a secret area with a line of rings leading above the path. If you return here after collecting the Light Speed Shoes, you'll be able to dash along these rings.



Hold Down on the analog stick to keep Sonic's speed up as he races along the side of this building. At the bottom you'll be able to collect three more animals. There's one in the tree at the base of the building (press B while standing next to the tree). Next, head up the stairs and you'll see a second animal near the benches. Finally, search the recycle bin for the third. The last Chao Box is in this area also. To get it, you have to hit the jump pads at the base of the building. This is easiest coming right off the building, but if you missed the chance you can still go back to the pads, use the spin dash in front of them and then hold Right on the stick to make Sonic fly through the air. With luck and timing, he'll grab the first of two bars and begin swinging around it. Press A to leap to the second bar, then press it again to dismount onto the platform with the Chao Box.



There's another reason for wanting to reach the Chao Box platform—it offers an easier way across the adjacent pit. Using Sonic's ability to attack several enemies in a row with his air dash, you can zip across the pit by using the hovering bad-bies as platforms!

After the long series of rails, check the ledge on the right for a pipe with an animal hiding inside, then cross the pit (or take the stairs) and look behind the hedges on the right for another one.

The final stretch of this level involves running away from a rampaging semi. Hold Down on the analog stick to keep Sonic speeding along. After the intense chase, you'll be deposited in a small courtyard with the goal ring. The last animal is hidden in the newspaper stand nearby. Jump into the goal ring to clear the stage!

2nd Mission: Collect 100 Rings!

This mission is no problem—you can collect nearly 3/4 of the rings needed in the boarding section of the stage! You'll finish this challenge in no time at all as long as you don't get hit by any of the enemies. (Note: Your rank in this challenge is based on your time rather than your score. Finish in less than 1:20 to earn an "A.")

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody

You cannot complete this mission until you've obtained Sonic's Mystic Melody, located in Stage 16. Once you have it, return to the Ancient Rune (located in the corner at the base of the tall building that Sonic runs down).



Play the Mystic Melody here and you'll gain access to a series of handles which will carry you upwards. Use Sonic's homing attack to propel him off the enemies and up to each handle (there are three in all). Be careful of the last enemy—you can't hit it while it has the energy shield up. Wait for the shield to disperse before attacking. If you fall after destroying an enemy you'll have to restart the level, so be careful. Finally, you'll have to jump to a bar, swing around it a few times to build momentum and then jump off, which will take you to a niche in the building where the lost Chao is located. (Note: In almost all of the stages, if you find the area where the lost Chao appears in Mission 3 and go there during one of the other missions, you'll find an extra life instead!)

4th Mission: Reach the Goal Within 3:00!

You'll need to know this stage well to complete it in less than three minutes. You'll also have to hit the ramps, rails and booster strips throughout the stage to maintain your speed.

Last Mission: Clear Hard Mode!

Upgrades Needed: Light Shoes, Flame Ring

The fifth mission of every stage is a tougher version of the stage. In the case of City Escape, you'll be forced to deal with more platform jumping and more enemies. In the normal stage, you can bypass all of the platforms over the bottomless pits. Not so in hard mode—in fact, these sections were made even more difficult, so it will take all of your skill to negotiate the level safely. You'll need the Flame Ring to destroy the new steel containers blocking your way and the Light Shoes to complete the toughest part of the stage—use the homing attack into zero on the enemy floating above a bottomless pit, then Light Dash across the line of rings to the other side! You'll need steely reflexes and precision timing to make this crossing.



Boss: F-6t Big Foot

Big Foot has an easy pattern to follow. He'll hover around the area firing randomly with his machine gun, then land and fire a few barrages of missiles. You'll see the missile launcher covers close when he's finished attacking; that's your cue to hit back. Get as close as possible—directly in front of Big Foot—and jump straight up, hitting A again at the peak of your jump to perform the homing attack. Repeat if necessary.



Dreamcast Strategy



STAGE 2 - Wild Canyon

Knuckles Upgrade: Mystic Melody

Upgrades Needed: Shovel Claw

Knuckles is the first hero to obtain his Mystic Melody power-up. You'll need the Shovel Claw (found in Stage 6), though. Once you have that, return here and take the wind funnel up to the long canyon area of the stage. Look for the tall statue (the one referred to by the hint terminals as the "lonely statue") at one end with a mural above its head. Use the Shovel Claw to dig through the mural and you'll find a hidden room with the power-up! There's also an Ancient Rune right in the room with the Mystic Melody. Stand next to it and press B to activate the power-up; a portal will open above the Rune. Jump through to get back to the Wild Canyon.



1st Mission: Find 3 Pieces of the Master Emerald!

Knuckles is charged with locating three pieces of the Master Emerald in this stage. The locations of the pieces are always random; it's very unlikely that you'll find the same piece in the same place twice. However, Knuckles has at his disposal two powerful tools to aid in finding the hidden treasures. First, there are several computer terminals floating throughout the level. These supply hints to the location of the Emerald pieces. You're allowed three hints for each piece. Secondly, Knuckles has a radar indicator, located at the bottom of the screen. If you hear a tone and see the emerald outline change color, you're close. The emerald on the radar indicator will change from green to red; red means that you're practically standing on top of the Emerald piece.



Look for the pipes scattered around the stage (there are three of them in Wild Canyon). They always contain animals.

If a hint refers to a railway, then the Emerald piece is located under one of the large stone blocks found around the stage. Use the radar to figure out which block is hiding the emerald. While standing next to the block, press B to grab onto it, then push or pull it along the rail to reveal the Emerald piece!

Hints sometimes say that the Emerald piece is "high up." This might mean that it's hidden inside one of the many huge chunks of stone floating around the wind funnel. You can break them open simply by gliding into them.

STAGE 3 - Prison Lane

Tails Upgrade: Laser Blaster

Upgrades Needed: Bazooka

Make your way through the level to the goal room. You'll see a gate along the left wall with some steel containers beyond it. Destroy the containers with your bazooka and make your way through a second gate to find the Laser Blaster. This upgrade makes Tails' missiles more powerful and allows him to fire them faster. It is very useful.



1st Mission: Find the Core of the Prison!

Prison Lane is an easy stage meant to ease you into playing as Tails. Here are a few pointers to get you started. Tails is slower than both Sonic and Knuckles, and he doesn't maneuver as well, either. If an enemy fires at you, jump over the projectile instead of attempting to move out of the way. Most of the time this works very well. Also, hold the B button down all the time. This engages Tails' targeting laser. Release B to fire missiles at the targeted enemies. Holding B constantly works great because Tails can target enemies that you can't see. You'll hear a lock-on tone when this happens; fire missiles whenever you hear the tone and you'll blaze through the robot opposition.



Target and destroy the robots on the other side of the gates to make the gates open. If you find a gate in this stage and can't seem to get it to open, look around for any enemies you might have missed and destroy them to progress.

With Tails' booster power-up, you can get on the roof above the hallway shown in the second photo and boost across to a secret area with an extra life and an animal.

When you reach the elevator, hold B and make continuous 360° sweeps with your targeting laser as you ride upwards. Whenever you hear the target lock tone, fire away. This way you'll take out the pesky flying robots before they can attack you.

Defeat all of the enemies inside the goal room to open the gate. You're on your way!

2nd Mission: Collect 100 Rings!

This mission isn't very hard—there are a lot of rings located in the starting cavern, and no enemies to take them from you. Be sure to grab all of the rings on and around the tall pillars circling the wind funnel. If you need more rings after exhausting the supply in the lower caverns, jump into the wind funnel and ride it to the top. Once there, look around for a ledge under a windmill that holds two more Ring containers. That should put you over the 100-Ring goal.



3rd Mission: Find the Lost Chao!

Upgrades Needed: Shovel Claw, Hammer Gloves, Mystic Melody



This one is very easy once you have the necessary power-ups. Look for the steel boxes in the lower cavern area (on the high ridge) and break them with the Hammer Gloves. Next, dig through the wall. In the chamber beyond this, you'll find an Ancient Rune. Stand next to it and play the Mystic Melody to open a door. This will lead to a second Ancient Rune. Play the Mystic Melody again to open a portal, which will take you right to the lost Chao!

4th Mission: Collect the Emerald Pieces in Less Than 2:00!

Wild Canyon isn't a very large stage. Once you know the way around (and more importantly, the areas referred to by the hint terminals), you'll be able to complete this challenge fairly easily. The first thing to do is collect hints. You can get three for each piece, but it's not necessary if the first one gives you all the info you need. For example, if the hint mentions the Lonely Statue and you know where that is, don't hesitate—head straight there and grab the Emerald piece. This mission might take a few attempts, but it's really not that hard.

Last Mission: Clear Hard Mode!

Upgrades Needed: Sunglasses

You can't clear this mission without the Sunglasses (found in Stage 14). However, unlike the first mission on this stage, the three Emerald pieces are always in the same spots in Hard mode. So, even though it's called "Hard," it's really kind of easy if you know where to look. Like always, get three clues for each piece (some of clue terminals are visible only with the Sunglasses this time) and search out the pieces. The third clue for each piece pretty much tells you exactly where to look.

Boss: Dr. Eggman

Tails faces off with the diabolical Dr. Eggman early in the game. This is another easy battle. Target Eggman with your missiles and let them fly. You should have no problem with this one.



2nd Mission: Collect 100 Coins!

This mission is easy. The enemies wait a long time before firing at you throughout the stage, and Tails' missiles can take them out from long distances, so you won't ever have to go toe-to-toe with any foe.

This lift is important for this mission. It leads to a 20-ring container and a shield, which will protect you from one hit that would normally cost you most of your rings.



3rd Mission: Find the Lost Chao!

Upgrades Needed: Booster, Mystic Melody



Shortly after riding the lift, you'll be able to spot the Ancient Rune on an out-of-the-way platform. Use the lift that leads to the roof of a passageway (it's the same one that has the shield and 20-ring container), then jump/hover over to the Ancient Rune. Play the Mystic Melody at the Rune and a jump pad will appear. You'll land on a platform with a lot of enemies. Take them out to open the gate and you'll find the Chao in the hallway.

4th Mission: Reach the Goal Within 3:00!

This one is pretty easy; just rush through the level while constantly firing to take out the enemies. Don't stop! If you know the layout of the level, you'll make it through with seconds to spare.

Last Mission: Clear Hard Mode!

The big change in Hard mode here is the addition of more enemies—and they all fire a lot faster than before. There is a new trap blocking one of the hallways; look around for a switch concealed inside a container nearby to turn it off. There are also more tricky jumps where there were walkways before. However, it's still not too difficult, so getting through isn't that hard.



FORTRESS



The
twerpok

Have Landed !!!

GAME BOY ADVANCE



GAME BOY ADVANCE



www.majescosales.com



pipedream
INTERACTIVE



STAGE 4 - Metal Harbor

Sonic Upgrade: Light Shoes

When you reach the area with the line of rings leading out over the water, grab the handle to the left and it'll carry you up to the Light Shoes. This upgrade lets Sonic zip across lines of rings by pressing B.

1st Mission: Escape From the Military Base!



Like most of Sonic's stage, you're mainly along for the ride in Metal Harbor. Let the jump pads, speed strips and long stretches of roadway lead you through. Here's the first tricky part—you'll need to use the homing attack several times in a row to bounce between enemies and cross the gap pictured in the first photo.

The second photo shows the first area where you'll need to use the Light Dash to pass. Stand near the first ring and hit B to cross the line of rings.

There's one more section where you'll need to cross a gap using the homing attack, then you're home free. You'll hear an announcement regarding a missile about to be launched when you reach the launch platform. Quickly run to the top and hit the jump pad. After that it's a straight shot to the goal ring.



2nd Mission: Collect 100 Rings!

Here's another easy mission. Hit all of the Light Dash ring lines and you'll be able to grab 100 rings before reaching the rocket launch platform!

3rd Mission: Find the Lost Chao!

Upgrades Needed: Light Shoes, Bounce Bracelet, Mystic Melody



When you get to the aircraft carrier (with the planes flying past), look along the left side and you'll see a second-level niche with the Ancient Rune inside. Bounce up to the opening and play the Mystic Melody at the Rune; you'll find that a platform has appeared next to the opening, allowing you to get onto the roof area. Once there, you'll find a series of new platforms leading across the water. Bounce up to the first one, then jump and use the homing attack to get across to the remaining platforms (simply jumping won't work—you'll fall short). You'll find the Chao on the other side.

4th Mission: Reach the Goal Within 2:00!

Believe it or not, this isn't too hard, even with the very tight 2:00 limit. The one thing you absolutely must do, though, is hit ALL of the ring lines with your Light Dash, including the hard-to-reach shortcut ring line near the beginning. You'll need the homing attack to get across several enemies in order to reach this line, but it cuts crucial seconds from your time. If you get off the missile and hit the short surfboard section right at the end with about 25 seconds left, you'll make it through.

STAGE 5 - Green Forest

Sonic Upgrade: Ancient Light

After the second loop, when you land on solid ground again, move to the back edge of the platform and the camera will swing out, showing you an enemy floating nearby. Jump out toward the enemy and use the homing attack at the last second, then use it a few more times to cross the chasm. You'll land on the platform with the Ancient Light. Hold B to charge up this new attack, then release it to destroy multiple enemies!



1st Mission: Escape From the Island in 8:00!

Green Forest is one of Sonic's easiest stages in the game. There's not much to this mission; just keep moving forward. The stage takes care of most of it for you with the many winding passages, loops and series of jump pads. Even taking the time to collect the Ancient Light power-up, you'll still be able to clear the stage with minutes to spare.



This area of shifting platforms shown at the right represents the first time that Green Forest will slow you down. Luckily, it's also right at the end of the stage. Cross the platforms and you're finished!

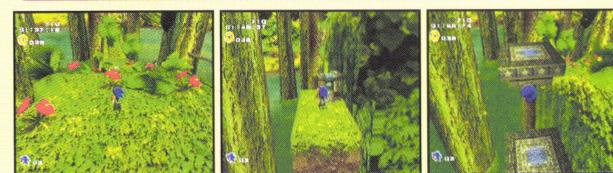
2nd Mission: Collect 100 Rings!

There's no time limit in Mission 2, so you can take your time and really scour the stage for the hidden rings. Near the start, hit this jump pad to find a long line of rings. Use the Light Dash to grab all 26 of them! The biggest problem with completing this stage is the enemies. There are several instances where a baddie will fall out of the sky directly into your path. You'll have to be ready to either destroy or avoid them if you want to hang on to your rings.



3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody, Bounce Bracelet



Just before the third loop (the complete loop), move to the rear left corner of the platform and you'll see the Ancient Rune sitting on a small shelf below you. Drop down to it and play the Mystic Melody. Three platforms will appear. Jump to the first one, then use the Bounce Bracelet to reach the next platform above you (two bounces gives you enough height to safely land on the next platform). Repeat the process and you'll see several enemies floating over a gap. Use the homing attack to cross to the far platform and you'll find the Chao.

Last Mission: Clear Hard Mode!

You'll notice the usual addition of more enemies to this stage, but there's a frustrating new twist—this time you'll be bombed from above by enemies at several points in the stage. Also, the first section of enemies hovering above the water is different; it's still just as easy to cross using the homing attack, and their new pattern takes you right through the extra life container as well! There are some spinning traps on the carrier, and the rocket that carried you over to the launch platform has been replaced by another set of floating enemies that you can get through by using the homing attack.



Boss: Shadow

Shadow attacks you with his homing spin, the same move that Sonic uses. Keep moving and he'll miss you when he attacks. The time to strike back is when he stops moving—get behind him and hit him with your own homing attack. If he sees you coming, though, he'll counter it, so only attack from behind.



4th Mission: Reach the Goal Within 4:00!

Four minutes is probably a more realistic time limit for Mission 1 of this stage. Nevertheless, this is a very easy Mission. Avoid enemies rather than attacking them to cut down on your time, and run through the stage as fast as you can. There's no trick to this—you should be able to finish the stage with about a minute to spare.

Last Mission: Clear Hard Mode!

Upgrades Needed: Bounce Bracelet

There are only a few important changes to Green Forest in Hard mode. You'll notice the usual more aggressive enemies, missing platforms and such, and there are also some spiked metal balls that impede your progress on some of the half-pipe runs. The biggest change, though, is at the end of the stage. The first two shifting platforms are no longer stable—they start sinking toward the water as soon as Sonic sets foot on them. Use the Bounce Bracelet to reach the next platform and repeat to reach stable ground.



STAGE 6 - Pumpkin Hill

Knuckles Upgrade: Shovel Claw

This upgrade is essential to clearing this and the rest of Knuckles' stages. It's also impossible to miss—go straight ahead from the starting point and you'll find it on the next platform. Whenever a clue refers to the emerald being "under the tracks" or "in the wall," it's a safe bet that you'll need to use the Shovel Claw to dig for it.



1st Mission: Find 3 Pieces of the Master Emerald!

Use these switches to open the different ghost train tunnels in the level. You won't need to worry about them if none of the emeralds are in the tunnels, though.

The biggest key to this stage is knowing the three main mountains and how to travel between them. Church Mountain is the one with the spire at the top. Pumpkin Mountain has jack-o'-lanterns all over it, while Ghost Train Mountain, obviously, is the one with the ghost train. Many of the hints will refer to a mountain by name, making your task very easy after you've become familiar with the stage.



STAGE 7 - Mission Street

Tails Upgrade: Booster

You can't progress past this first gap without the Booster, so it's very easy to locate. When you reach the gap, turn around and blast through the barriers—you'll find the Booster waiting on the other side.



1st Mission: Elude Enemy Pursuit!



Hit the green button to fire the missile at the barrier ahead. Your normal weapons won't make a dent in that wall.

Use the collapsed pillar to make your way up onto the raised section of road and continue through the stage.

Put your new booster hovering skills to use and glide over the long collapsing section of highway. Get a running start and start boosting at the peak of your jump; you'll land on the solid ground at the other end.

2nd Mission: Collect 100 Rings!

Here's the first 100-ring stage that's pretty hard. There are two factors that make this a toughie—first, there just aren't a whole lot of rings on the level, so you'll be running through almost the whole stage to collect 100 of them. Secondly, Tails is up against a lot of opposition in this stage—enemies drop in from all sides, planes fly by and launch missiles, traps and debris fall out of the sky...getting through with 100 rings is a chore. Take it slow, hitting the enemies as they appear, and grab every ring you see.

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody



When you hit the second section of moving columns, look to the left to see a lone column running up and down the side of the platform. When you reach the top, move over to the side of the platform (next to the barriers) and you'll be able to step right onto this column when it comes to the top. Of course, if you're the impatient type, you can drop off the edge and use the booster to make a controlled descent directly to the Ancient Rune platform. I'd recommend hitting

STAGE 8 - Aquatic Mine

Knuckles Upgrade: Air Necklace

First, head to the upper level of the main room and hit the switch next to the sign that says "3." Now drop to the very bottom of the room and look around for this cage with a jump pad inside and follow the tunnel leading through the walls. You'll have to swim through several enclosed tunnels. Just keep going until you reach a long tunnel leading up. You'll come close to running out of air, but there's enough time to make it if you hurry. The Air Necklace is waiting right at the other end.



2nd Mission: Collect 100 Rings!

Look for rings sitting on the narrow walkways between floating platforms. There are several of these throughout the level.



Near the summit of Pumpkin Mountain you can find a series of balloons floating high above you. Look for the tall column nearby and climb to the top, then glide through each of the balloons for an easy 20 rings.

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody

The Ancient Rune is located near the top of Pumpkin Mountain. Make your way up there using the rockets (the fastest way is to head for the rocket at the top of Church Mountain and ride it across to Pumpkin Mountain).



Play the Mystic Melody near the Rune and some platforms will appear near the summit, leading to a series of floating islands. Simply jump across the platforms and then the islands to collect the Chao.

4th Mission: Collect the Emerald Pieces in 3:00!

Once again, knowing the stage is your biggest help here. Play through Mission 1 a few times to get a feel for the clues and the different mountains so you'll be able to head straight for the emerald pieces after just one clue.

Last Mission: Clear Hard Mode!

Upgrades Needed: Sunglasses

Like all of Knuckles' Hard mode stages, you'll find more enemies here as well as fixed emerald locations. You must use the sunglasses to get one emerald piece, probably the only really tricky part of this mission. If you get to the top of the Church Mountain spire and use the sunglasses, you'll find a jump pad there. Glide at the peak of the jump and you'll see the emerald piece floating in the air.

the checkpoint here first, though. The column will take you down to the platform with the Ancient Rune. Play the Mystic Melody and a warp hole will open. Jump through and you'll come out on a new section of the stage, facing a large chasm with floating columns. Make your way across these columns and you'll reach a high column with the Chao.

4th Mission: Reach the Goal Within 3:30!

Rush through the stage to make this goal. As long as you don't miss any jumps, don't get hit more than twice and—most importantly—don't stop moving, you'll be able to get through the stage with about 20 seconds to spare.

Last Mission: Clear Hard Mode!

You'll notice that the column-jumping segments of the level are now more difficult—previously, the columns were grouped closely together, but now they're spread apart, making the jumps a bit more difficult.



The section with the wobbling platforms near the end of the stage has changed as well. You'll need to get on top of the fallen column, then jump to the section of road when the left side is lowered. If you try to jump to the middle or when the left side is raised, you'll miss and plummet into the abyss.

1st Mission: Find 3 Pieces of the Master Emerald!

Aquatic Mine isn't a very big stage. The main room is split between upper and lower sections, and there are several tunnels running off of this chamber. Look for switches throughout the stage that will raise or lower the water levels, making certain areas accessible.



Some clues refer to the "steel skull beams." Look at the supports holding up the raised section in the main room and you'll see skulls decorating them. If a clue mentions them, the emerald piece is nearby.



Other hints will mention skulls; these refer to the small skulls found throughout the stage. If you pay attention to the number of each skull grouping and their orientation, the hints will make more sense.

The ledge shown in the lower right photo (it runs around the upper area of the main chamber) is called "the shelf" by the clue terminals.

2nd Mission: Collect 100 Rings!

If you grab all of the rings near your starting point and the rings on the column leading to the upper level, then hit the "3" switch and retrace your steps along the route to the Aquatic Necklace, you'll come out with a whopping 95 rings! Now you need just five more to clear the mission. You'll find another 20-ring container in the room past the sealed door (play the Mystic Melody at the Ancient Rune to open the door).



3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody

This is an easy one, and you can make it even easier by grabbing the Air Necklace from this stage. You won't even have to mess around with the water levels to get the lost Chao. Head up to the second level of the main chamber and you'll find the Ancient Rune hidden behind some wooden beams. Play the Mystic Melody and you'll see the sealed door rumble open. Head through and follow the watery tunnel down into a large room. Look around the ceiling for another tunnel leading up and follow it. Grab the handle at the end of the tunnel and you'll be carried up to the room with the Chao.



STAGE 9 - Route 101

1st Mission: Chase the President's Limousine!

Tails' mechwalker transforms into a roadster for this stage. It's not hard at all—just concentrate on driving and pick up as many rings as you can (you get a boost for every 20 rings) and you'll reach the President's limo easily.



2nd Mission: Collect 100 Rings!

The key to success here is to hit the balloons along the way. Look for them in the "pit stop" areas of the track, among other places. The balloons contain rings, so nailing them will make clearing this mission even easier.



3rd Mission: Don't Hit Other Cars!

What, no lost Chao this time? This Mission is straightforward enough. The only tricky spot comes near the very end: There's a section of tunnel that gets narrower, and if there's another car in there ahead of you it's advisable to slow way down and let it go ahead until the tunnel widens again. Otherwise, stay clear of any other vehicles and you'll be fine.

STAGE 10 - Hidden Rose

Tails Upgrade: Mystic Melody

Upgrades Needed: Bazooka

Use the bazooka to blast away these metal containers and reveal a hidden chamber with the Mystic Melody. Play the Mystic Melody at the Ancient Rune to open the door behind the Rune.



1st Mission: Find the Entrance Into Hidden Base!



Falling in the sand will cost you a life, and there are plenty of opportunities throughout the level, so take care. Unlike Sonic and Knuckles, Tails can't scramble out of the sand; instead, he'll sink like a stone.

You'll need to shoot the doors to break them down. Stay sharp and you'll notice lots of doors that are off the beaten path. They usually lead to a hidden item or animal.

Target and destroy the explosives attached to the columns shown in the right photo to lower platforms throughout the stage.

2nd Mission: Collect 100 Rings!

Completing this mission is quite a chore. There aren't many rings in the stage to begin with, while there are more enemies around than you've had to deal with before. Keep moving and constantly targeting to take enemy bullets out of the air along with the enemy robots themselves. Break open all containers and search out every nook and cranny. There's a hidden stash of rings near the metal containers that lead into the Mystic Melody chamber. Check the right side of the path and you'll find this low platform with 12 rings, which will help you complete this mission handily. If you reach the goal ring with fewer than 100 rings, it will transport you back to the beginning of the stage with your rings intact—and all of the rings in the level back in place.



4th Mission: Collect the Emerald Pieces in 3:30!

Practice Mission 1 several times until you get the hang of the three water level switches, their locations and what effect they have on the stage. You'll need to be able to quickly change the water level to uncover the area with the emerald piece.

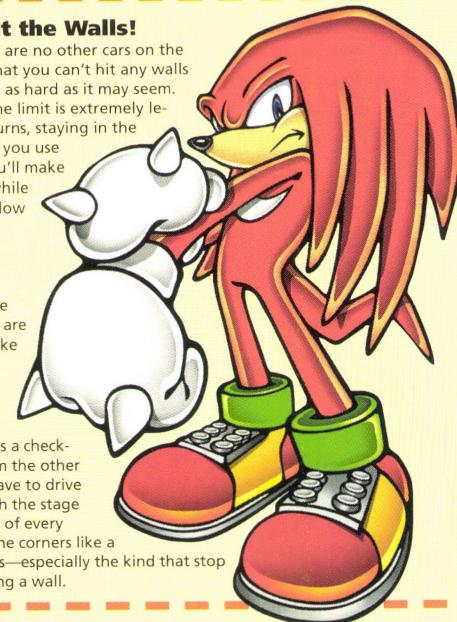
Last Mission: Clear Hard Mode!

Upgrades Needed: Sunglasses

Once again, Knuckles' Hard mode is made difficult by the fact that you must use the sunglasses to see hidden terminals and jump pads in order to move around the stage. The first two pieces are easy enough to find, but the third one requires the Sunglasses and some tricky maneuvering. If you stand on the mechanism attached to the wall in the upper area of the stage and wear the Sunglasses, you'll see an invisible jump pad. This will take you to the emerald piece.

4th Mission: Don't Hit the Walls!

Well, the good news is that there are no other cars on the road this time. The bad news is that you can't hit any walls during the run. Actually, this isn't as hard as it may seem. After the first checkpoint, the time limit is extremely lenient, so slow down going into turns, staying in the middle of the road at all times. If you use your boosts on straightaways, you'll make up for whatever time you burn while carefully negotiating the turns. Slow and steady wins this race.



Last Mission: Clear Hard Mode!

You'll notice two changes to Route 101 for its Hard mode. First, there are a lot more cars on the road—it's like rush hour this time. (Well, maybe rush hour in a small town...in the country...) Hitting these cars will slow you down. Second, the time added to your limit when you pass a checkpoint is reduced by about 1/3 from the other missions. This means that you'll have to drive like Mario Andretti to get through the stage this time. You'll have to make use of every boost opportunity, slide around the corners like a stock car racer and avoid collisions—especially the kind that stop your vehicle completely, like hitting a wall.

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody

Play the Mystic Melody at this Ancient Rune to open the door in the wall. Carefully hover down through the next room and land on one of the platforms at the bottom. It's best if you stop on one of the beams along the way and take out the two floating enemies before dropping all the way down. At the bottom, quickly take out the enemy blocking the door and head through.



In the section with the flipping platforms, wait for the closest platform on the left to flip over, then jump to it and immediately jump to the handle. Blast the enemy as the handle pulls you upwards, then jump off to either side and hit the jump pad to reach the high platform with the Chao.

4th Mission: Reach the Goal Within 3:30!

If you know the stage and have obtained Tails' Laser Blaster and Bazooka power-ups, this is a pretty easy mission. You can save time at many places throughout the level; there are too many to list them all. Basically, you should look for opportunities to bypass platforms by hovering over them to the next area. Also, you'll want to master targeting and firing your missiles while hovering so you can hit the explosives that lower the platforms while simultaneously flying to the platform. This is the first timed mission in the game that will really test your skill and coordination to the limits! If you're good, you can easily clear this stage with 30 seconds or more left on the clock!

Last Mission: Clear Hard Mode!

Anybody remember this scene from *Dragon's Lair*? This set of spinning spiked balls is the first significant change you'll notice to the stage, aside from the normal addition of more enemies. They're really easy to get past, too. See the animal right in between them? It's sitting in a safe spot. You can walk right through and grab the animal while you're at it.



These formerly stable blocks now flip around in the sand. Wait for the first one to stop moving, then quickly make your way across. The final challenge comes in the room just before the goal ring. Where the jump pads used to take you right to the door, now they boost you backward over the sand. Don't panic! There's a new handle there which will take you up to the platform with the door. Pretty easy for a Hard mode stage, eh?

STAGE 11- Pyramid Cave

Sonic Upgrade: Bounce Bracelet

You can't finish this stage without this item, so Sonic Team kindly put it directly in your path through the stage. You won't even have to go out of your way to find this one. The Bounce Bracelet lets you reach high areas by repeatedly bouncing to add height to your jumps.

1st Mission: Infiltrate Eggman's Hidden Base!

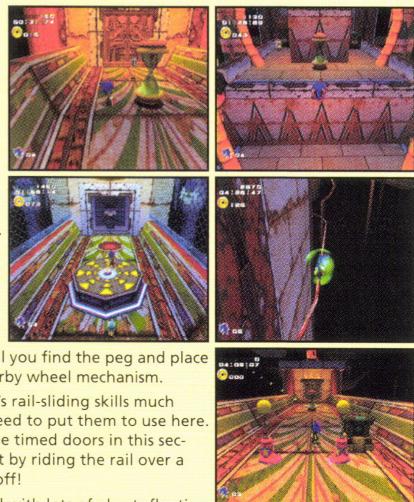
The hourglasses control timed doors. When you hit one, the corresponding door will open and immediately begin to close again. You'll have to use Sonic's legendary speed to get through the door before it closes.

You'll need to master the Bounce Bracelet to make your way through the level. Whenever you see a ledge or platform that's just out of jump range, try bouncing to build the height you need to reach it.

The doors won't open until you find the peg and place it in the middle of the nearby wheel mechanism.

You haven't needed Sonic's rail-sliding skills much since Stage 1, but you'll need to put them to use here. If you miss one of the three timed doors in this section, you can get around it by riding the rail over a bottomless pit. Don't fall off!

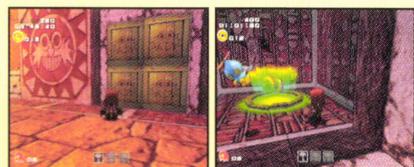
Right after the long tunnel with lots of ghosts floating around, you'll find an Ancient Rune. Unlike most of these Runes, this one isn't connected with finding the lost Chao in Mission 3 of the stage. Play the Mystic Melody next to the Rune and you'll see a line of rings appear, leading upward. Use the Light Dash along the rings and you'll come to another Ancient Rune. Play the Mystic Melody again and more rings will appear. Use the Light Dash again and point the joystick forward at the end to land on a platform with an extra life.



STAGE 12- Death Chamber

Knuckles Upgrade: Hammer Gloves

From the start, hit the hourglass and go through the door it opens. Just inside the hallway you'll see four wooden containers set into the wall. Destroy them and you'll find the Hammer Gloves hidden in a niche. Use this upgrade to destroy the metal containers you'll find all over this level.



1st Mission: Find the 3 Gate Keys!

This is one of Knuckles' easiest stages, thanks to the fact that the stage is broken into three distinctly colored rooms (red, green and blue) and maps that pinpoint your location can be found all over the place. Many of the hints you get will refer to a color; by using the map, you'll be able to quickly get to the right room and find the key without hassle!

Pay attention to the scorpion pictures throughout the level. Some clues refer to them, so it helps to know where they're located.



2nd Mission: Collect 100 Rings!

This mission isn't too difficult. The rings are spread out through the level, but there are plenty of them. Break open any containers and boxes you see—and be sure to check behind the statue on the ground floor of the central room for a 10-ring container. The other big help in this mission comes from an Ancient Rune. Play the Mystic Melody at this one (in the passage between the red and blue rooms) and several rings will appear.



3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody



From the start, go straight ahead to reach the central room. Drop down to the bottom floor and look for the Ancient Rune. Play the Mystic Melody to open the door in the ground nearby.

In the underwater chamber, look around for the hourglass. You must hit it from

2nd Mission: Collect 100 Rings!

After Tails' ring-collecting mission from Stage 10, this one is a snap. There are loads of rings on this stage, and not too many enemies to worry about. The enemies here do shoot fast, though, so use caution when taking them down.

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody, Bounce Bracelet

After the final checkpoint—and just before the last set of loops leading to the goal ring—you'll see another Ancient Rune. Play the Mystic Melody and a jump pad will appear. Hit it to reach a new area. There are several bars crossing a pit. Hit the hourglass, then use the Bounce Bracelet to reach the first bar and swing across the chasm. You'll have to cross quickly in order to make it through the door on the other side before it closes. The Chao is just past the door.



4th Mission: Reach the Goal Within 4:00!

In order to clear this mission, you'll need to hit the first set of bars and all of the rails throughout the level. Missing any rails will cost you too much time; 4:00 is perhaps the tightest time limit you've faced yet, considering the stage. I cleared this mission—hitting all of the rails and not stopping for anything—with a scant five seconds to spare!

Last Mission: Clear Hard Mode!

Hard mode has many more ghosts to deal with, making some of the tunnel runs dangerous. A couple of the hourglasses are repositioned, but that's not a big deal. The most noticeable change occurs during the section where you have to carry the key to the wheel to open a door. The platforms are now too high for normal jumping, so you'll have to throw the key onto the next platform and then use the bounce move to follow it up. Jump onto the black containers, then jump and throw the key from the air to get it onto the higher ledges. This really isn't very difficult, but it does take longer than it did in Normal mode!



above to flip it. This opens a door in the wall of the chamber. The Air Necklace is a big help for this section of the game. Once through the door, swim through the next rooms until you come to the room with the enemies shooting at you. Immediately swim upwards upon entering the room to find a tunnel and emerge into a new room. There's a niche in the wall with an hourglass; the door it opens is above it. You'll need to make good use of your gliding and climbing skills to reach the door before it closes. The Chao is right past the door!

4th Mission: Find the 3 Keys Within 5:00!

Death Chamber seems kind of big, but it's laid out in a way that makes getting around pretty easy. The only problems are the timed doors that'll slow you down...but once you know where the corresponding hourglasses are located, they're easy to get past. 5:00 is a pretty fair limit for this stage.

Last Mission: Clear Hard Mode!

You'll need to do some serious underwater adventuring to get the Gate Keys in this mission, so be sure to grab the Air Necklace back in Stage 8: Aquatic Mine. As in all Hard mode missions, you'll encounter more enemies and they'll also be more aggressive. Other than that, this is not too tough. Be sure to get three clues for each Gate Key and they'll be yours in no time!

Boss: King Boom Boo



There's an easy pattern to beating this boss. Run around the platform to avoid his attacks. When you see his wall of blue flame coming, outrun it and you'll see a smaller ghost holding an hourglass. Hit this ghost to open a window and let the sunlight in. King Boom Boo will take cover under the ground. Look for his shadow on the ground and use the Shovel Claw to dig him out, then hit him before the window closes. Repeat this three more times and you've won.

Boss: Egg Golem



Egg Golem is a monstrous creation, but—luckily for Sonic—it seems that its brain is made of stone like the rest of it! Run around the platforms to avoid the golem's attacks. When it stops, use the platforms on its back to jump up to its head. The last three platforms have glowing yellow spots on them. Use Sonic's homing attack to progress up these platforms, then once more to nail the top of the Egg Golem's head. Like the previous bosses, four is the magic number here, so repeat the process three more times for a victory. Note that if you fall off the platform, you can tap A rapidly to reach a handle and ride it back to the platforms. In fact, deliberately jumping off the platforms is a great way to avoid Egg Golem's spinning arms attack...and you'll find lots of rings down there as well!

STAGE 13 - Eternal Engine

Tails Upgrade: Bazooka

When you reach the area with a wall of steel containers, you'll need this upgrade to continue. Luckily, it's located directly across from the wall, so grab it and start blasting! The Bazooka lets Tails' normal shot destroy metal containers.

1st Mission: Destroy the Colony's Power Generator!

This is the first Tails stage in which you must be careful about what you shoot with your missiles. There are blast doors throughout the stage with dynamite packs attached to them. If you hit one of them, the door will blow open and you'll be sucked out into space if you get too close. In many areas it's hard to take out the enemies and avoid hitting the dynamite. If this happens, be careful not to get too close to the open doorway.



Hover down to the floating platform with the missile when you reach the area shown in the upper right photo. Stand on the green button to launch the missile and destroy the barrier wall ahead.

You'll need the Bazooka upgrade to blast through the wall of metal containers. You'll find it on the platform directly across from the wall.

Your final challenge before reaching the power generator is to drop down the long well, which is guarded by laser barriers. Fall rapidly to avoid the enemies that are firing at you, using the booster to hover and avoid the lasers as you descend. You'll find the power generator at the bottom. Destroy all of the targets and the goal ring will appear.

2nd Mission: Collect 100 Rings!

Getting the requisite 100 rings on this stage isn't easy. There are certainly enough rings to go around...and if you're good, you can finish this Mission before the halfway point. The problem, though, is the fact that there are enemies firing at you at just about every turn, so you'll have to be vigilant, constantly targeting and shooting missiles at everything. Don't forget that your missiles can take out enemy projectiles—and it's better to shoot them down than to try to avoid getting hit while hindered by Tails' slow robo-suit.

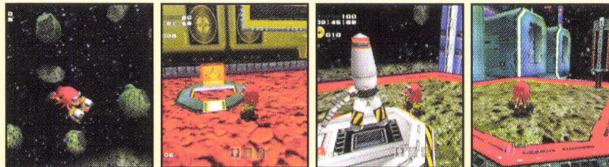
STAGE 14 - Meteor Herd

Knuckles Upgrade: Sunglasses



Look around for the platform that has a large meteor sitting on it; it's above the starting platform, opposite where you begin the stage. Hit the meteor so that it flies into a door on the opposite wall and breaks through (you'll want to get as much of a running start as the platform allows). This will reveal a steel container. Break this to find a switch. Hit the switch and you'll see a trap door open in the floor of the central tower. Climb the tower and drop down—carefully—to the lowest platform, where you'll find the Sunglasses. Now you can go back and finish the fifth mission on Knuckles' previous stages!

1st Mission: Find 3 Pieces of the Master Emerald!



Knuckles in space! Use the jump pad on a floating platform to reach the meteor herd, then fly through the meteors to reveal hidden emerald pieces! Many clues refer to the meteor herd as a location for the emerald.

Many of the clues refer to the pictures of stars and moons found throughout the stage. Pay attention to their positions and the clues will make more sense.

Your main form of transportation through the stage consists of rockets like the one in the third photo. This one is on a platform in the middle of the tower; you'll find another further up that'll take you all the way to the ARK. Clues that refer to the "highest place" lead to emerald pieces up on the ARK itself, so search for the rockets and zoom up there!

Clues that mention containers often point to the large, floating containers about midway up through the stage. Hit the rocket in the tower below to take you to the location shown in the fourth photo, then fly across to the containers.

2nd Mission: Collect 100 Rings!

There are plenty of rings on this level, and not very many enemies. The real problem is the meteors. They're hard to avoid, but you can improve your chances by staying on the move. The floating platforms hold lots of ring containers, so you'll

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody



Just past the first locked door, you'll come to this balcony. Rotate the camera to the left and you'll see a tiny platform floating there with the Ancient Rune. Hop over to the platform and play Tails' Mystic Melody.

Some platforms will appear; jump across them and you'll find a lift that will carry you up to another platform. From here you'll need to jump onto a moving platform. Wait for the platform to reach the end of its arc to the left and start moving right before you jump. Next, you'll need to jump through the door in the wall. Wait for the platform to reach either the far left or right (the closest points to the door), then jump and hover through. Avoid the enemy in the next room—attacking it will blast open a hole in the floor and suck you out. In the next area you'll have one last platform test. Jump to the moving platform when it nears the middle of the screen, then jump and hover to get over the laser barrier around the door. Go through the door to rescue the Chao!

4th Mission: Reach the Goal Within 5:00!

Getting through this stage is difficult, but clearing it in under 5:00 is actually not too hard if you follow a few simple rules. First, there are a couple of sections in the game where your instinct will be to use the booster and hover safely down to lower platforms. These areas include the platform with the rocket, the area with the wall of metal containers and the long well with the laser barriers. Do not hover at all if possible. Drop like a stone through these areas. As long as you know where you need to land—and you should, having gone through the stage a few times already—you'll be fine. Second, don't stop to clear all the rooms of enemy robots. Most rooms will let you pass without destroying the enemies, and you should do so when you can. You can't stop at all throughout the stage anyway, so you'll have to take out any enemies in your path while moving.

Last Mission: Clear Hard Mode!

Another stage, another Hard mode to clear. The first big change you'll notice is that many of the platforms are now smaller. There are also more dynamite packs throughout the stage, making the risk of getting sucked into space much greater. You'll also find three enemies waiting for you at the power generator, so start blasting as soon as you hit the platform at the end of the stage!



want to make them your top priority. Learn where they are and go after them first, then clean up the loose rings around the level.

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody



The Ancient Rune for this level is on one of the highest platforms in the stage. Use the rockets to get to the ARK, then climb to the top to find the Rune. Play the Mystic Melody and a warp will open. Jump through it and you'll fall into a small room with another Ancient Rune. Use the Mystic Melody again to reveal a second warp hole, then jump through to find the lost Chao.

4th Mission: Collect the Emerald Pieces in 4:30!

As always, practice makes perfect for this timed mission. You'll need to really know the locations of the rockets, jump pads and also the names of the different areas to beat the timer. Perseverance is key. If the time runs out, restart and the emeralds will all be in different places. You might need to try this a few times, but you'll get them with patience and practice.

Last Mission: Clear Hard Mode!

Upgrades Needed: Sunglasses

Once again, the emerald pieces are in set locations—and are very well hidden—for Hard mode. Here are some hints. You'll need to use a meteor to break open a door on the lower level to find an emerald. Put on the Sunglasses and step on the jump pad leading to the meteors to find another. Finally, you'll need to do some fancy flying way up on the ARK to find the third emerald.

Boss: Rouge



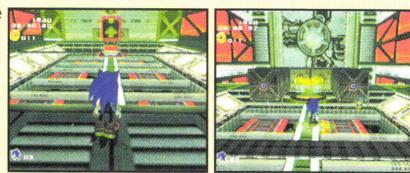
Rouge is very fast, and for the first half of the fight she'll run around on the ground throwing out combo attacks that are similar to Knuckles' own punches. Chase after her and throw out your own three-hit dashing combo whenever you get close. If she's also attacking, you'll cancel each other out and nobody will take damage. If she's not attacking, though, she'll take a hit. When the ground opens up and you're propelled upward, take advantage of the down time to collect the rings from the girders. It's difficult to see where Rouge is during this part, so stay on the move and her attacks will miss. Eventually you'll return to ground level and continue the battle. When Rouge is down to half of her health meter, she'll start hitting you with a wave attack. She announces this, and a short cutscene of Rouge precedes the attack. The wave appears wherever Knuckles happens to be, so as long as you're moving when you resume control, you'll easily avoid it. Hit her a couple more times and the fight will be over.



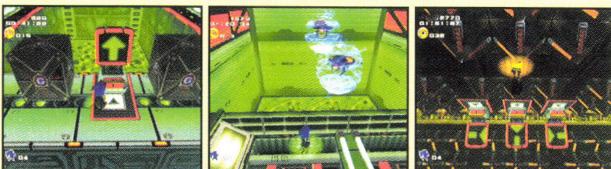
STAGE 15 - Crazy Gadget

Sonic Upgrade: Flame Ring

When you get to the large open room with the clear floors and crazy red platforms outside, hit the switch to restore gravity to normal, then look around for the jump pads in the corners. Use one of them to reach the high platform and look between some steel containers for the Flame Ring! This useful power-up lets Sonic destroy the steel containers found throughout his levels.



1st Mission: Hurry and Find Eggman!



You'll find these gravitational switches throughout the stage. Press B while standing on them to reverse gravity.

There are a couple of places where you'll need to use the homing attack to cross dangerous acid pits. The enemies shown in the center photo are electrified, so you'll need to wait for their electricity to shut off before crossing.

When you reach the set of three gravitational switches, pull the one on the right (your right, not Sonic's). The middle one will drop Sonic into a bottomless pit, while the left one will force you to take a longer route to the same place that the right switch will take you to.



The enemies in the left photo will toss out dozens of little bad guys. These things really play havoc with your homing attack. You need to destroy the main enemy, the one floating in the air. To avoid accidentally targeting one of the little guys, jump straight up and hit A again when you're right next to the main enemy. Destroying it will also destroy all of the offspring and open a door.

The second set of enemies floating over a pit adds a new twist to make things even more difficult. You'll have to use the homing attack to bound from enemy to enemy, then use the Light Dash after the last enemy to cross the line of rings and reach the other end. This is tricky, because if you try to Light Dash too early, you'll activate the Bounce Bracelet instead and plummet straight down. Wait until Sonic is just above the first ring (his feet should be slightly below the top of the ring), then press B to zip across.

You can't see what's below (or is it above?) Sonic in the area shown in the third photo. If you step forward you'll fall and lose a life, even though you can't see the pit. Use the Light Dash across the rings to make it safely to the other side.

STAGE 16 - Final Rush

Sonic Upgrade: Mystic Melody

About halfway through the stage—no matter which route you take—you'll end up on a platform with two parallel rails leading away, one orange and one purple. Grind on either of them and look for a small floating platform with a rocket sitting on it hanging in space to the left. Jump from the rail to the platform. Use the rocket to reach another platform and hit the jump pad. Follow the platforms to find Sonic's Mystic Melody! Play the Mystic Melody near the Ancient Rune here and a line of rings will appear. Use the Light Dash to get across the rings for an extra life and to get back on track!



1st Mission: Hurry and Find the Point of the Cannon!

This stage involves grinding along rails...rails that are floating in space. One incorrectly-timed jump—or slight hesitation when lining up with the next rail—will cause Sonic to plummet into atmospheric re-entry, and nobody wants to see that. Here's a simple rail tip that will help to keep you in one piece through this stage. Whenever rails are leading away from a platform at platform level, step out onto them instead of jumping. It's too easy to overshoot the rail or move the analog stick slightly and miss it all together.



Although the stage looks confusing with its many rails leading off in different directions, this is actually a very straightforward stage. No matter which rails you



The line of rings shown in the left photo appears to lead out into empty space. Use the Light Dash to cross it and you'll discover that it arcs back around, depositing you in a new section of the stage.

The final challenge of the stage is the section of floating, colored blocks seen in the center photo. It actually looks more difficult than it really is, though. The trick is to keep moving forward—hitting all of the gravitational switches that you come to—until you reach a switch on a section of the purple block.

Hit the switch shown in the third photo, then continue onward. When you reach the red block, you'll see a gravitational switch right next to where you land on the block. Ignore it and move to the other end of the block, where you'll find another gravity switch. Flip this one and it'll drop you onto the goal ring platform. Hit the green button to launch the missile and clear the way to the goal!

2nd Mission: Collect 100 Rings!

Because of the many enemies and disorienting controls in this stage, collecting 100 rings becomes more of a hassle than it should be. Luckily, you'll find a shield near the start (break open a metal container for it) which will help you hang on to your rings. Take it slow and steady through the stage and you'll get the 100 rings you need.

3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody

Follow the twisting path in the area with the colored platforms near the end of the stage. Look for the Ancient Rune located on the purple platform. Play Sonic's Mystic Melody near the Rune to reveal a line of rings. Use the Light Dash to ride the rings upwards, then hold the joystick forward and hit the homing attack at the end of the rings to land on the red platform. The Chao is just ahead.



4th Mission: Reach the Goal Within 5:00!

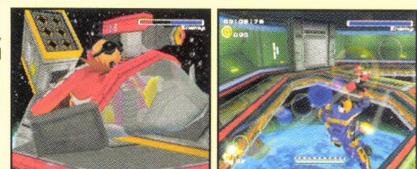
This is the hardest timed Mission yet, because of the many orientation changes and obstacles throughout the stage. You'll need to hurry through the stage, Light Dashing along lines of rings whenever you see them and not stopping for anything.

Last Mission: Clear Hard Mode!

After the timed mission, this isn't too difficult. Look out for more enemies and some new platforms that have been added to test your jumping ability. With the skills you've acquired so far, you'll be able to get through Hard mode without too much trouble.

Boss: Dr. Eggman

Tails must square off against Dr. Eggman again, but this time the maniacal Doctor has built himself a more powerful machine. However, this is not a hard fight. The explosive capsule in the middle of the screen is your best weapon against Eggman. Keep it targeted and let a missile loose when you see Eggman moving toward the center of the room. The large explosion will damage him for you. As long as you stay away from Eggman and keep moving, his shots and missile barrages will miss Tails and harmlessly connect with the ground.



take, you'll always be propelled in the direction of the goal ring and you'll end up where you need to go.

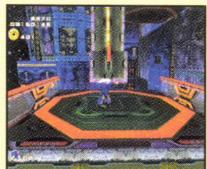
You'll encounter several vertical rails; jump and execute a homing attack into them to build up enough speed to move up the rail.

The center photo shows the longest vertical rail in the stage. Hit the two boost strips in front of it, then hold B to zip up the rail and hit the jump pad at the top.

When you reach the second room with three boxes in the floor, hit the middle one with a bouncing flame attack and you'll end up in the game's second "Sonic being chased from behind" scene. Hold Down on the analog stick to make Sonic outrun the falling wreckage and you'll be boosted right to the goal ring!

2nd Mission: Collect 100 Rings!

This is one of the easiest "100 Ring" missions in the game. The stage itself may be tough at first, but once you get the hang of riding the rails you'll be able to get through without taking a hit, since there are so few enemies. After your first couple of times through the stage, you'll have a pretty good idea where the 20-ring containers are; there are also rings along most of the rails. As long as you can avoid falling into space, this mission is a snap!



Dreamcast strategy



3rd Mission: Find the Lost Chao!

Upgrades Needed: Mystic Melody, Light Dash



When you reach the platform with the parallel rails leading away (one purple and one orange, right after the long vertical rail about halfway through the stage), take the purple one and it'll deposit you next to an Ancient Rune. Play the Mystic Melody and two platforms will appear to the right. Jump to the second platform and you'll see a rail leading away. (Actually, it's also headed upwards, which makes grinding it difficult.) Use a homing attack to hit it with some speed, then repeat as you move up the rail. The next platform leads to a second Ancient Rune; this one reveals a line of rings leading across space when you play the Mystic Melody. Light Dash across the rings and you'll see a series of small platforms with vertical rails.

Hit the vertical rails with homing attacks to build speed like usual, but you must also hold Up as you fly off the end of the rail to get across to the next rail beyond. You'll need to do this twice to reach the tunnel leading to the Chao. Dispatch the enemy waiting for you in the tunnel, then ride up the rail on the wall and you'll find the poor Chao waiting for you.



4th Mission: Reach the Goal Within 5:00!

This is easily the hardest of Sonic's timed missions. You'll have to stay moving, not miss any rails, time your homing attacks on the vertical rails perfectly and basically get through the stage with very few halts of any kind, as anything short of a perfect run will still put you at the goal ring with just a few seconds to spare! Like always, knowing the level really helps—in this case, practicing it will do wonders for your performance, since it's the only way to find the shortcuts and get comfortable with landing the rails and learning the layout of the platform section.

Last Mission: Clear Hard Mode!

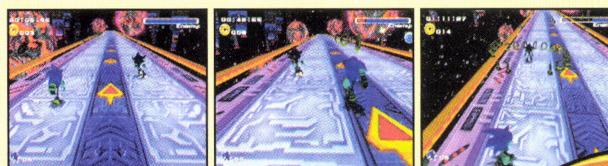


In Hard mode, you'll be attacked by enemies while riding the rails! If you see an enemy alongside—or directly on the rail—you'll have to take immediate, quick action and jump into a homing attack to clear the way. As you can imagine, this makes the stage much, much harder than normal. There are also gaps in some of the rails that weren't there before. You'll have to be more alert throughout the whole stage.

There's no boost strip in front of the first long vertical rail anymore. You'll need to fire up the spin dash to build up enough speed to ride all the way up. You'll also have to deal with a much more harrowing platform section—the platforms are further apart and the vertical rails are more dangerous now.

Look for a new surprise at the end of the level: The room leading to the final run has two enemies to defeat, and one of them guards a switch. Hit the switch to raise the platform and you'll be free and clear!

Boss: Shadow



Sonic must face off with Shadow one last time before the Hero story comes to an end. This is an ridiculously easy battle, though; kind of anticlimactic after the toughest stages in the Hero story. Run along the highway collecting rings, and when you get close enough to Shadow, hit him with a homing attack. After a couple of hits, Shadow will begin countering your homing attack with his own, negating the damage. Now you'll need to employ a new strategy. Allow Shadow to run ahead of you—keep moving forward, but not at top speed. You'll see Shadow stop and hear him start to speak. This is your cue; as soon as you hear him talk, jump forward and start a homing attack. Shadow's attack (which comes from above) will miss you, while your homing attack will move you forward quickly enough to catch up with Shadow. A quick homing attack will hit him before he can recover from his attack. Repeat this a few times and you've beaten the game! But wait...there's a hidden, true final stage and an end boss worthy of the name "final boss" yet to come! Check back next month for the rest of the story!

SECRETS, CODES AND OTHER COOL STUFF!

UNLOCK KART MODE

Play Tails' or Rouge's driving stage to unlock the Kart racing mini-game. Clearing both of these stages allows two players to compete in this mode.

UNLOCK BOSS MODE

Beat the game with either side and you'll have the option to play through all of the boss stages for that side.

PLAY CITY ESCAPE WITHOUT THE BOARD

During the opening boarding section of Stage 1: City Escape, crash Sonic into a wall, then quickly restart the level while he's getting back up. Sonic will start the level this time without the board.

BIG THE CAT CAMEOS

Big the Cat—one of the hidden playable characters in the original *Sonic Adventure*—can be seen in lots of places in *Sonic Adventure 2*. Here are some examples:

★ In Hero Stage 1: City Escape, when Sonic is being chased by the truck, you'll see Big just after rounding one of the turns.

★ In Hero Stage 6: Pumpkin Hill, Big can be found behind the train tunnel gate on Ghost Train Mountain.

CLEAN PAUSE

To get an unobstructed view of the screen while the game is paused, hold both X and Y.

WALLPAPER FOR YOUR PC DESKTOP

Put the *Sonic Adventure 2* disc into your PC CD-ROM drive and you'll find three different pieces of artwork, perfectly sized to use as desktop wallpaper.

THE REAL LAST STAGE



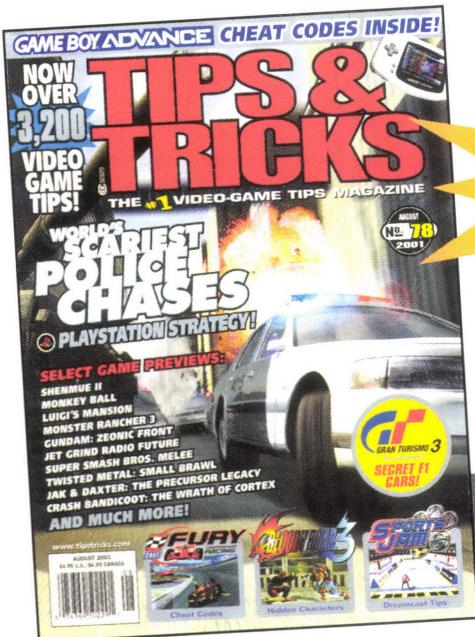
If you were a bit disappointed by the somewhat lackluster final boss and ending for the Hero story, take heart. There's a true final stage, complete with a worthy end boss, hidden in the game! To unlock it, you must complete both the Hero and the Dark stories.

After accomplishing this, you'll find a new option called "Last" on the story select screen. We'll cover this final mission and the true final boss fights next month!

SEE
YOU NEXT
MONTH!



SUBSCRIBE NOW AND GET THE **TIPS & TRICKS™** **2001 VIDEO-GAME CODEBOOK** **FREE!**



Subscribe to
TIPS & TRICKS
and you'll
SAVE MONEY!

4 Newsstand Copies: \$19.96
12 Subscription Copies: \$19.95

If you missed this year's *TIPS & TRICKS* Video-Game Codebook, here's your chance to score a copy for FREE! This special issue is jam-packed with thousands of cheat codes, passwords and top-secret tips that we just don't have the space to include in our monthly magazine any more. Inside you'll find tips and tricks for Nintendo 64, PlayStation, PlayStation 2, Dreamcast, Game Boy, Game Gear, Super NES, Genesis, Sega CD, Saturn and 3DO games, straight from the *TIPS & TRICKS* royal archives. It's the biggest, most reliable collection of video-game secrets ever assembled—over 10,000 tips in all! And if that's not enough, your measly \$19.95 will also entitle you to 12 awesome issues of *TIPS & TRICKS*—the #1 Video-Game Tips Magazine—delivered right to your mailbox! Don't wait until the Codebooks are all gone...act now!

Yes! Send me my FREE Codebook and start my 12-issue *TIPS & TRICKS* subscription for only \$19.95; I'll save 66% off the annual newsstand price!

Name _____ CK _____

Address _____

City/State/Zip _____

Payment Enclosed • Charge My VISA MasterCard • Bill Me

Credit Card # _____ Exp. _____

Signature _____

Money-back guarantee on all unmailed issues if not satisfied. Foreign add \$10 per year. U.S. Funds drawn on a U.S. bank only. YOUR FIRST ISSUE WILL ARRIVE IN 6 TO 8 WEEKS. Where applicable, sales tax is included in stated price. Codebook issued upon payment for paid subscription orders only.

OFFER EXPIRES JANUARY 9, 2002

AX9100

ESCAPE FROM MONKEY ISLAND™

BY CHARLOTTE CHEN



CONTROLS

Guybrush Threepwood, the unlikely protagonist with the unpiratey name, can interact with most of the people and things in his immediate vicinity. Once you get close enough to a particular person or object, a list of options will appear at the bottom of the screen.

△—Use an object

○—Look at an object

□—Pick up an object

×—Choose an option

L2—Open Guybrush's inventory

R2—Gives hints during Monkey Kombat

Right analog joystick—Cycle through Guybrush's inventory, and through options

D-pad and Left analog joystick—Move Guybrush

Note: If you want to combine two items that are both in Guybrush's inventory, choose the first item with the △ button. It will move a little below the rest of the items. Cycle through the inventory until you come to the item you want to combine it with, then press ×. If it is possible, the two will be combined.

Welcome to *Escape From Monkey Island*, you land-lubbin', grog-lite swillin', wanna-be buccaneers! This is a dark world filled with voodoo magic, reprobate pirate scum, fiery demons from the depths of Heck and...well, lots of monkeys. Maneuvering through such a treacherous arena can be hazardous to even a Mighty Pirate's health, so I've provided a complete walkthrough for the entire game. However, one of the key reasons why the *Monkey Island* series has been such a critical and commercial success is because of the hilarious writing and excellent voice-acting, which you'll get a larger dose of if you don't try to blitz through the game without stopping to enjoy it. Refer to the walkthrough if you get stuck, but don't neglect to go out and explore on your own. Impatient and curious sorts should skip to page 42 ("Abominations and Easter Eggs") to learn some fun things to try and two mini-games that you can unlock.



ACT 1: THINGS TO DO ON MÉLÉE ISLAND WHEN YOU'RE DEAD

I. MÉLÉE ISLAND



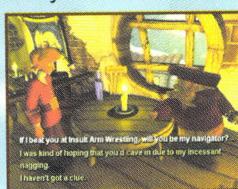
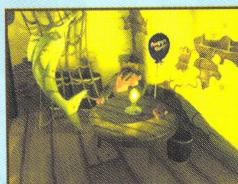
A. Defeat the Enemy Pirate Ship

1. Have Guybrush "use" the brazier full of hot coals by pressing the △ button. You'll grow more accustomed to this interface as you continue playing. He will kick it over.
2. Pick up the hot coal and turn Guybrush around until you get the option to kick it at the loaded cannon.



B. Stop the Catapult and Get a Navigator

1. Go to the harbor and pick up the popped inner tube by the grog machine.
2. Go to the SCUMM bar. Walk to the back of the room and look at the drunk's birthday balloon.
3. Get the short dart player to hit the birthday balloon.
4. Take the drunk's pretzels.
5. Go talk to I. Cheese (the man at the table across from the drunk) and ask him to join your crew.
6. When he asks you what your mission is, tell him the lame truth: You're meeting with your wife's lawyers on Lucre Island.
7. He won't join you unless you defeat him at Insult Arm Wrestling.
8. In order to beat him, you need to choose the correct comeback for each insult, and you must not repeat any of his insults back to him. I've listed all the insults with the appropriate comeback on the next page.

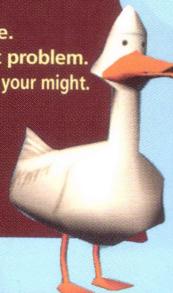


Insults:

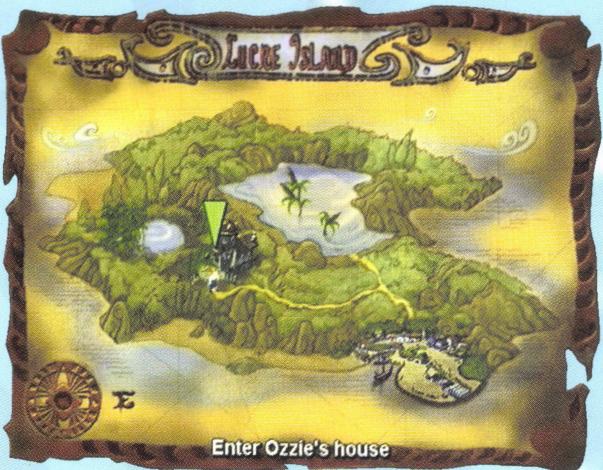
- Today, by myself, twelve people I've beaten.
- I've got muscles in places you've never even heard of.
- Give up now, or I'll crush you like a grape!
- My 98-year old grandmother has bigger arms than you!
- I'm going to put your arm in a sling.
- My stupefying strength will shatter your ulna into a million pieces!
- Hey, look over there!
- Your knuckles I'll grind to a splintery paste.
- Your arms are no bigger than fleas that I've met!
- People consider my fists lethal weapons!
- Only once have I met such a coward!
- You're the ugliest creature I've ever seen in my life.
- My forearms have been mistaken for tree trunks!
- I've outwrestled octopi with these arms!
- Do I see quivers of agony dance on your lip?
- You're a big poopie head!
- You suck!
- Dummy!
- You're not very nice.

Responses:

- From the size of your gut, I'd guess they were eaten.
- It's too bad none of them are in your arms.
- I would if it would stop your WINE-ING.
- Yeah, but we've both got better bladder control than you.
- Why, ya studying to be a nurse?
- I'm surprised you can count that high.
- Yeah, yeah, I know: it's a three-headed monkey.
- I thought the bean dip had a strange taste.
- So THAT's why you're scratching...I'd go see a vet.
- Sadly, your breath should be equally reckoned.
- He must have taught you everything you know.
- I'm shocked that you've never gazed at your wife.
- An over-the-counter defoliant could help with that problem.
- I'm sure that spineless creatures everywhere are humbled by your might.
- It's laughter that's caused by your feathery grip.
- Oh, yeah?
- NOT.
- I am rubber, you are glue...
- I'm shakin. I'm shakin.



9. After you defeat I. Cheese, return to your mansion and use the inner tube on the cactus.
10. Offer the pretzels to the catapult operator.
11. When he walks away, tinker with the catapult.

II. LUCRE ISLAND**A. Law Office of W.T.D.**

1. You can't do anything until you go to the Law Office. After you finish talking to the lawyers, they'll give you the letter from Grandpa Marley. Read it.

**B. Lucre Bank**

1. Pick up the empty Scupperware container on the table near the door.
2. Talk to the teller and tell 'er that you want to retrieve some items from your safety deposit box.
3. While inside the vault, pick up the three packing sponges (the small one is under the handkerchief), the sword and the handkerchief. Look inside the open safety deposit box and take out the music box and bottle of fine grog.

**C. Get a Swashbuckling Crew...and a Ship**

1. Head back into town and talk to the familiar-looking pirates standing near the Mélée Town hall. It's Otis and Carla, members of your old crew!
2. They've been traumatized by their previous experience with you, and won't join you unless you offer them cushy government jobs.
3. Go to the mansion and look at the government paper on the desk in the back. It's a job contract for a cushy government job. Give it to Elaine to sign.
4. Tell Elaine you're having trouble getting a ship, since you don't have the proper authority. She'll give you the Mélée Island Gubernatorial Symbol.

5. Give the signed cushy government job contract to Otis and Carla.
6. Go to the Harbor and use the Gubernatorial Symbol on the Harbor Mistress.

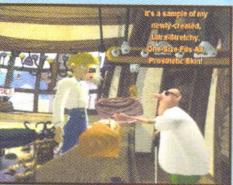


4. Break off the bottom hinge of the vault door with the sword, then cram the broken sword in the crack.
5. Cram the sponges in the crack.
6. Pour the grog on the sponge-filled crack.

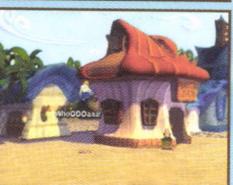
**C. Get the Evidence**

1. Before leaving the jail, pick up the tin of chicken grease next to the iron maiden.
2. Use the broken sword to open the manhole cover that's right outside the bank.
3. Read the manhole cover: It will say something like, "Mindy loves Jed. Jerry loves Mindy." (These names change in each game.)
4. Go to the Palace of the Prostheses and ask for free prosthetics.

5. Listen to Deadeye Dan's story, filling in the gaps with the names on the manhole cover.
6. Get the Prosthetic Skin.



7. Use the Prosthetic Skin on the manhole and use it to jump through the bank window.
8. Climb down the ladder and use the pull-chain to turn on the light.
9. Climb back up and look at the funny shadow to get the prosthetic nose.



II. LUCRE ISLAND

D. Find Pegnose Pete

1. Go to Scents and Sensibilities and pick up the cologne bottle on the stand and an empty spritzer bottle from the pile on the floor.
2. Go to the House o' Sticks and pick up the wood shavings. Combine it with the spritzer bottle. It will turn into homemade perfume. You need to walk a little into the store so a cutscene with Ozzie Mandrill takes place before you can get the wood shavings.
3. Go to the Bait Shoppe and pick up the duck outside. Also pick up some free bait. Combine it with the homemade perfume.
4. Pick up another piece of free bait and put it in your Scupperware.
5. Leave town and go to the swamp. There's a path out of town between the bank and the law offices. Use the homemade perfume with the puddle.
6. Leave the swamp and go to Ozzie's mansion. Use the homemade perfume with the flower next to the scary fountain.
7. Go inside the mansion and spray any of the poor, giant, stuffed Australian animals with your cologne (NOT with the homemade perfume.) Ozzie will get mad and break his walking stick.
8. Go back to the Palace of Prostheses and play the music box for Deadeye Dan.
9. Grab a prosthetic hand from the bucket by the window before the music stops.
10. Spritz Deadeye Dan with your nasty homemade perfume. It will remind him of his best customer, Pegnose Pete, except he's using an assumed name. This name changes with each game.
11. Twiddle with the file retrieval system. The three dials represent the three initials of the customer's name. If the customer's name is Quesko B. Monkeybiter, the file system should read (l-r): Monkey, Rabbit, Pumpkin.

Rabbit	letters A-D
Tree	letters E-H
Pumpkin	letters I-M
Monkey	letters N-S
Bananas	letters T-Z

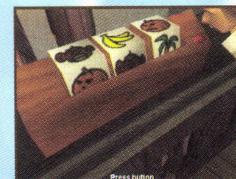
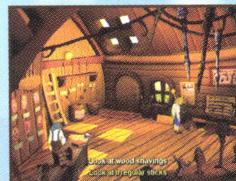
After pressing the button, the file retrieval system will retrieve Pegnose Pete's File. It has directions to his hideout, which look something like this:

PEGNOSE PETE'S FILE

Customer: Quesko B. Monkeybiter
Prescription: ACME Prosthetic Proboscis model TK-421
Directions: Mystes o'Tyme Marshe

12:10 S	1:20 E
12:25 W	2:00 E
12:40 S	2:10 S
1:00 W	2:55 S

This is just an example. Write down the directions that you get, since they change each time. You'll need them to navigate through the Mystes o'Tyme Marshe.

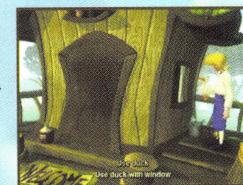


12. Go back to the docks and move west to find the pirates playing chess. Speak to the portly pirate first to find out that the skinny pirate is in love with Brittany, the bank teller. Ask the portly pirate who's winning, then ask the skinny pirate the same thing. After this, try to distract the portly pirate by telling him the food court is on fire, you see giant candy bars, etc. He should make a mistake eventually. After his bad move, talk to the skinny pirate about Brittany. He'll make a bad move eventually as well. When the pirates start fighting, take their clock.
13. Head back to the swamp and get on the raft. Note the compass in the upper left corner.



14. Take out the clock and use it. Guybrush will place it on the raft and a clock will appear in the lower right corner. Now look at the directions to Pegnose Pete's hideout that you got from Deadeye Dan. Each time is matched to a direction. Look at the time on your clock, then row the raft in the direction indicated by Pegnose Pete's file. Keep following the directions until you get to the gate.

15. You'll meet yourself at the gate and get three items. Write down the order you receive them in. Talk to the other Guybrush and you'll ask him to guess the number you're thinking. Write it down.
16. Use the skeleton key on the gate; you'll give yourself one more item.
17. After the other Guybrush leaves, keep following your directions until you reach the gate again.
18. Hand the objects back to yourself in the same order you got them. If you can't remember, they should appear in your inventory from left to right. When he asks you to guess the one he's thinking, give him the one you wrote down earlier.
19. Keep following the directions and you'll get to Pegnose Pete's hideout.
20. Use the tin of chicken grease with the welcome mat.
21. Use the duck with the window.

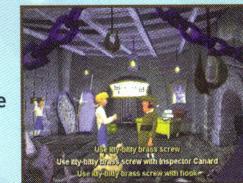
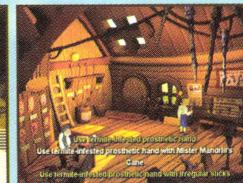
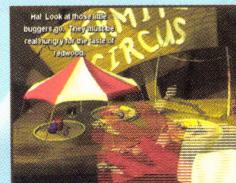


E. Recover the Loot

1. Go to the Bait Shoppe and use the prosthetic hand on the termite on the termite circus.
2. Go to the House o' o'

Sticks and use the termite-infested prosthetic hand on Mr. Mandrill's cane.

3. Go to Ozzie's mansion and tell him you know where he hid the loot. He'll get up and leave, so you can follow the trail of sawdust he leaves behind.
4. Look around behind the palm trees until Guybrush notices the hidden passage. Climb down and press the button on the table. You can see the loot on the other side of the window. Leave the hideout and dive into the deep water. When a glowing fish swims nearby, use your Scupperware full of bait to catch it.
5. There's a secret door to the left. Walk through and get back the loot and the itty-bitty screw.
6. Return to the Hall of Justice and give the loot back to Inspector Canard.
7. Use the itty-bitty screw with Inspector Canard.





ACT 2: TAMING THE MANATEE

I. MÉLÉE ISLAND

A. The Ultimate Insult

1. Go to the International House of Mojo and ask the Voodoo Lady about the Ultimate Insult. Then ask her what the connection is between the Marley family heirlooms and the Ultimate Insult to get earrings, a necklace and a pen on a chain.



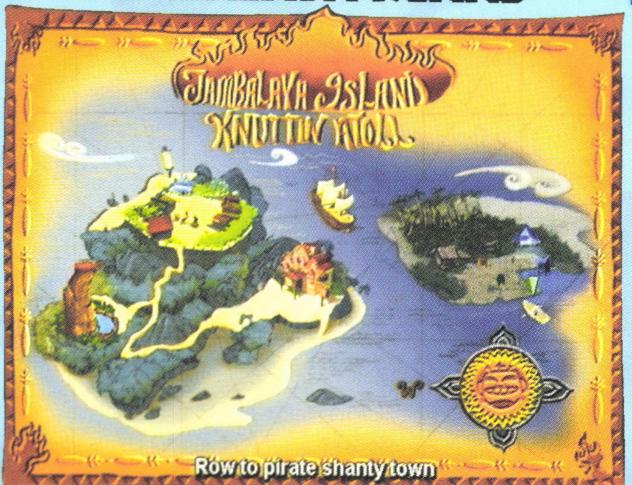
2. Go to the harbor. Take the quarter out of the grog machine change return slot and use it to buy grog. When it jams, kick, punch, shake and yell at the grog machine until some cans of grog fall out. Pick one up.



3. Leave the harbor and head for Meathook's House of Wax. Ask him about the candles and about Grandpa Marley's fourth wedding present. He'll set out a bucket of paintbrushes. Pick one up.



II. JAMBALAYA ISLAND

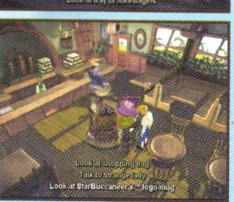


A. Make the Ultimate Insult: Golden Man

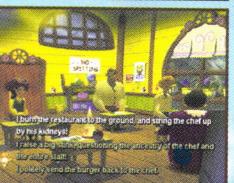
1. After landing on Jambalaya Island, head for Star Buccaneer's. You can see an empty groggoccino cup in the window. Go inside and pick it up.



2. Ask the clerk for a refill.



3. Eat one of the Schmear Whiz covered bagels at the end of the counter.



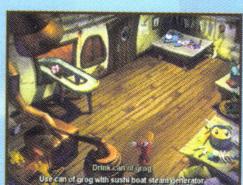
4. Look inside the tourist's shopping bag and take the Star Buccaneer's logo mug.

5. Go back to the dock and get in the community rowboat. Row it toward the easternmost island, Knuttin' Atoll. You'll get attacked by Admiral Casaba before you get there, but don't worry about it. Just leave as soon as you get the oppor-

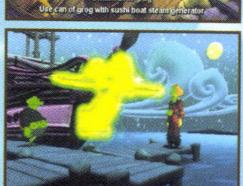
4. Return to where the SCUMM bar used to be. It's been converted to the Lua Bar.



5. Sit at the bar and order something that's cooked. When the flaming scuttlefish comes around, jam the paintbrush in the sushi canal mechanism. Time it so that the dish stops right underneath Meathook's painting. Wait until the flaming scuttlefish passes behind the pillar on the right during its return trip. When it just disappears from view, jam the paintbrush in the canal. If you don't time it right the first few times, don't worry. Just pick up your paintbrush from the sushi canal and try it again.



6. When the cook comes out, run into the kitchen and pour your grog into the Sushi Steam Generator. If you positioned the flaming scuttlefish correctly, you'll see a cutscene of the waxy painting melting and you'll get the map.



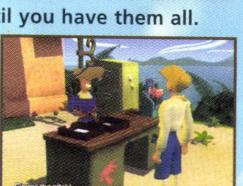
7. Go back to the harbor and use the earrings, necklace, pen and map with the figurehead on the Dainty Lady.

8. She'll chart a course to Jambalaya Island and draw a diagram of the Ultimate Insult on the back of the map. The Ultimate Insult is composed of a Golden Man, a Monkey Head and a Bronze Hat.

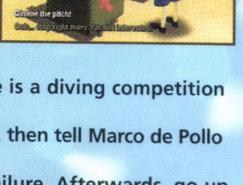
tunity and go to the pirate shantytown. Get enrolled in the pirate transmogrification school. During the final exam, flunk on purpose by giving the most graphic, violent and piratey responses to get the dunce cap.



6. While outside, pull on the fire alarm. When the teacher runs outside, go into the classroom and get a whistle out of the bin of confiscated goods. There are some other toys in there, like a rare LeChuckichu Pirate-man gaming card, but these are useless. If you still want to get them, just keep doing the fire alarm trick until you have them all.



7. Row over to the southwest island and go to Stan's Time Share. Drink your iced groggoccino and ask him to give you the three-hour pitch. You'll get a coupon for a free Monkey Mug at Planet Threepwood.



8. Take a pamphlet and the bottle of glue under the left window before leaving Stan's.

9. Go west to the tall rock, where there is a diving competition taking place.

10. Ask the judges if you can be certified, then tell Marco de Pollo you want to dive against him.

11. Your first dive will be a miserable failure. Afterwards, go up to each of the judges and ask why they graded you so poorly.

A. Grouchy Judge: He has an expensive red-headed wife, and he gets paid by Ozzie to make sure Marco always wins.

B. Wise Judge: Your splash was too large, and you need a more aerodynamic head.

C. Hippie Judge: You need to get into Marco de Pollo's groove by imitating his dive.

There are four dives you can perform by pressing the directional buttons after you jump off the plank:

- Keelhaul—Up
- Spinning Swordsman—Right
- Rum Barrel—Down
- Alpha Monkey—Left



PlayStation 2 Strategy



II. JAMBALAYA ISLAND

12. Look at the pamphlet you got from Stan's. You'll see that the Grouchy Judge is lounging on a beach with a blonde woman. Show him the picture and he'll judge you fairly.

13. Take your wad of chewed-up Schmear Whiz and use it on Marco de Pollo's baby seal oil.

14. Challenge Marco de Pollo to another dive. This time, put on your dunce cap before you dive and pay attention to the combination Marco does. Do the same dive. If you get it right, you and Marco will get a tie score.

15. During the tiebreaker round, you get to go first. Do whatever combination you want. When Marco dives, the seagulls will attack him and you'll win the diving trophy, which is also the body portion of the Ultimate Insult.



B. Make the Ultimate Insult: Monkey Head

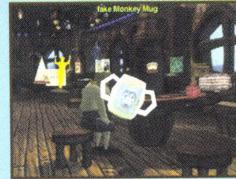
1. Head to Planet Threepwood and look at the menu. Tell the waitress you'd like to order something. When she asks how you're going to pay, show her the coupon.

2. While sitting down to your meal, talk to the Jolly Pirate and ask for a caricature. It doesn't matter what answers you give him.

3. Use the glue on the caricature, then put the sticky caricature on the Star Buccaneer's logo mug.

4. Switch the fake Monkey Mug with the real Monkey Mug and you've got the head portion of the Ultimate Insult.

5. If you make a mistake—like getting up from the stool before you switch the mugs—you can also get Monkey Mug coupons from the Micro-Groggery. Use the glue on the Menacing Mechanical Manatee, then tell the bartender you want to ride it. He'll give you a coupon. When you get outside, you'll see that there's now a barrel of coupons, so take another one just in case. You can also listen to Stan's pitch again to get a coupon, but you need to refill your groggoccino cup first.

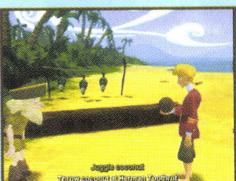


III. MONKEY ISLAND



A. The Forgetful Hermit

1. Walk to the west and you'll find a hermit. Pick up the coconut in front of his shack and talk to him for awhile; then hit him with the coconut. (Only hit him ONCE with the coconut.)



2. Ask him the earliest thing he can remember. He'll tell you it was waking up next to a milk bottle.

C. Make the Ultimate Insult: Bronze Hat

1. Talk to the tourist standing next to the statue in front of the Micro-Groggery and ask him as many questions as you can about Tiny LaFeet.

2. Get a cup of wimpy grog from the Micro-Groggery.

3. Row to Knuttin' Atoll, the eastern island with the pirate shantytown. There is a puppet show going on. Talk to the puppet called Hellbeard until you get a chance to ask where he's been for the last 80 years.

4. Speak to the little Guybrush puppet and ask to speak to the puppeteer.

5. When the puppeteer shows himself, show him the diagram of the Ultimate Insult. Pick up the puppets when he runs away.

6. Walk to the left and speak to the metabolically-challenged pirate with two parrots on his shoulders. Talk to him about his father, Tiny LaFeet, until you find out that he buried the

statue's bronze hat underneath a boulder.

7. Ask him about his parrots. He'll tell you that

one of them always lies and one of them always tells the truth, but he can't tell them apart.

8. Walk to the east and you'll see a gigantic field of boulders. Go up to one and use the whistle you stole from Miss River's bin of confiscated toys. The two parrots will fly over to you and perch on the boulder.

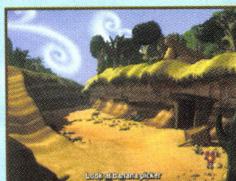
9. When the two parrots respond, give one of them some wimpy grog. The parrot will get drunk and start flying erratically, weaving back and forth when it perches. Since you can differentiate between the two parrots now, ask one of them a question you know the answer to, like "What's my name?" From that point on, you can tell which parrot is telling the truth. Another way to tell the parrots apart is to give one some iced groggoccino, which will make it jumpy.

10. Ask the truthful parrot if Tiny's hat is buried under the boulder. If it says no, ask which direction you need to go to find it. Move in the direction the truthful parrot indicates until you get to another boulder, then use your whistle again. Keep asking the truthful parrot if the hat is buried under the rock—and if not, which direction you need to move—until you arrive at the correct boulder.

11. If you're having trouble following the directions, the boulder is one of the northernmost ones, off to the east. Admiral Casaba's ship is almost directly in front of it.

12. Once you find the boulder, take out your Lil' Guybrush and Lil' LeChuck puppets. Admiral Casaba will launch a cannonball at you.

3. Hike down into the canyon and pick up the banana picker next to the cactus. Go back to the



beach and use the banana picker with the bunch of bananas until the entire thing falls down.

4. Leave the beach and head for the lava fields. You'll see a monkey throw a milk bottle into the center of the field.
5. Leave the lava fields and go to the cathedral. Once inside, use the banana picker to pluck out the eyes of the skull over the door. They're little shields that

look like cymbals.

6. Ask the priest if you can take the lava plunge.

7. When your boat

lands in the lava field, take out your banana picker. Bump the logs so you have a path near the milk bottle. When you pass by the milk bottle, grab it with the banana picker. If you miss it, go back to the cathedral and try again. If you do it right, you'll get a close-up view, making the bottle easier to grab.

8. Go back to Herman's campsite and hit him with the milk bottle. When you ask him the earliest thing he can remember, he'll mention an accordion.

9. Walk over to the vista and throw rocks down the left, middle and right canals to clear a passage. Notice that there are roots growing inside the canals. Whenever a boulder passes near one, the root shakes. After cleaning the canals, stand by the big pile of rocks and follow this sequence. Throw a rock down the right canal. When the boulder starts shaking a root, throw a rock down the middle canal. When that rock starts shaking a root, throw a rock down the left canal. When that rock starts shaking a root, throw another rock down the left canal. A boulder will be flung into the lava field, forming a tiny pool.

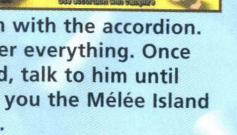
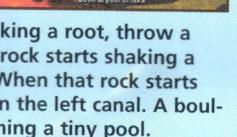
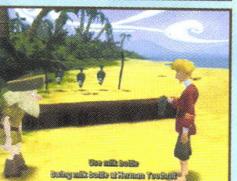
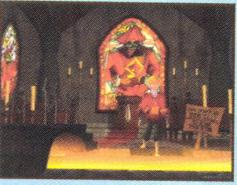
10. Walk back to the cathedral, and take the lava plunge again—but this time,



steer into the pool. When you get out, go over to the palm tree and kick it over. Then turn around and walk across the stone bridge that leads to Monkey Town.

11. There's a monkey sitting in a hut playing the accordion. Take out your shields (cymbals) and start playing them. The monkey will switch his accordion with your cymbals.

12. Go back to Herman's campsite and whack him with the accordion. Now he'll remember everything. Once his story is finished, talk to him until you get him to give you the Méléa Island Gubernatorial Symbol.



B. Monkey Kombat

Return to Monkey Town and speak to Jojo, Jr. about his bronze hat. If you defeat him at Monkey Kombat, the hat is yours. However, he will not deign to compete against you until you have defeated at least three lesser Monkey Kombatants. This is also necessary so you can learn the moves, which are SPECIFIC TO YOUR GAME. The various stances, the combination of Secret Monkey Insults required to transition between stances and the hierarchy of moves is RANDOM between each new game, which means that all of the configurations I learn in my game are different in yours. However, the principle is still the same. There are five stances in Monkey Kombat: Anxious Ape, Bobbing Baboon, Charging Chimp, Drunken Monkey and Gimpy Gibbon. Each stance defeats two of the others. The difficulty comes with attempting to transition from one stance to another. This is accomplished by using the Secret Monkey Insults: Eek, Ack, Oop and Chee. For example, in order to transition from the Charging Chimp to the Gimpy Gibbon, you may have to say, "Eek, Oop, Chee." Transitions also work in reverse, so you can move back to the Charging Chimp by using the same insults. However, these transitions are randomly determined with each new game. Luckily for PlayStation 2 owners, the creators of *Escape From Monkey Island* developed a Monkey Kombat hint system which was not available in the PC version of the game. If you press the R2 button while engaged in Monkey Kombat, you call up a simple diagram which shows the transitions you've learned for your current stance. For example, take a look at the diagram below, which came from my game.

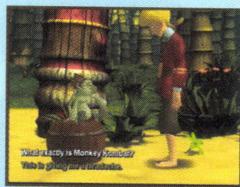
Guybrush is standing in the Anxious Ape position. The Anxious Ape stance appears at the far right of the diagram. If you move around the pentagon counter-clockwise, the next stances you encounter are the Bobbing Baboon, Charging Chimp, Gimpy Gibbon and



Drunken Monkey. There are button configurations next to each stance, which show what you need to input in order to make Guybrush transition from the Anxious Ape position to any of the others. Also, notice that there are arrows pointing out from each stance to two of the others. These indicate which stances the others are dominant over. For example, the two arrows leading from Anxious Ape point towards Bobbing Baboon and Gimpy Gibbon, which means Anxious Ape always defeats these two stances. If Guybrush were standing in the Bobbing Baboon position, then a different diagram would come up, showing all the configurations needed to transition from that stance to any of the others. My game is already completed, so all the buttons are represented, but in your game there will initially be nothing but question marks in place of the buttons, since they don't appear until Guybrush both learns and performs a move. Remember that the moves you learn will be completely different from mine; I'm only showing you this diagram so you get an idea of how to read it.

Go to the forest clearing outside of Monkey Town and you will encounter a monkey versed in the art of Monkey Kombat. Challenge the monkey and pay attention to everything it says. Since you and the monkey will start in the same position, the best thing to do in the beginning is imitate everything it does. Although you'll lose a lot of battles at first, getting draws will anger your Monkey Kombat opponents to no end, which is a good way to increase your Monkey Kombat vocabulary. Once you get the hang of it, you'll soon be kicking some major monkey booty!

After you defeat the first monkey in the forest clearing, leave and return. A new monkey will be waiting for your challenge. Once you defeat at least three monkeys, you're able to go to Monkey Town and challenge Jojo, Jr. Don't panic, or give up, since Jojo, Jr. will fight to the last two bananas. Remember everything you learned, refer to the Monkey Kombat hint system often and soon you can wear the bronze hat of honor.

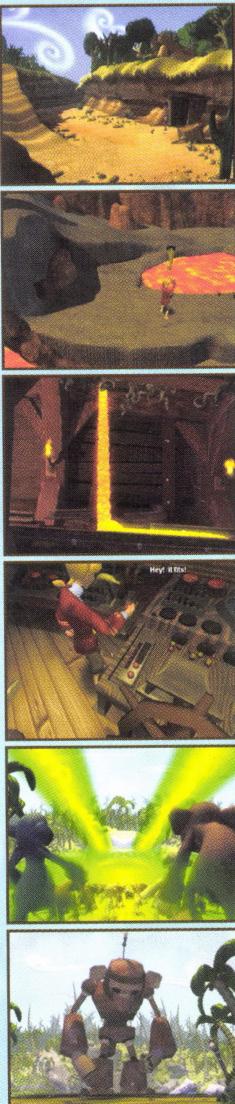




III. MONKEY ISLAND

C. Timmy the Monkey

1. Return to the beach (or wherever you saw Timmy the Monkey last). Give him a banana and he will follow you to the next area.
2. Hike to the canyon where you got the banana picker and get Timmy to follow you into the abandoned mine shaft. You may need to give him another banana.
3. Make sure Timmy follows you to the end of the shaft, giving him more bananas as necessary. Open the vent and throw a banana inside. Timmy will go after it. Close the vent behind him.
4. Use a banana with the portal above the vent. Timmy will open the door.
5. Use the banana picker to get the weed whipper stuck in the gauges.
6. Get back out by crawling through the big tube you fell out of.
7. Leave the canyon and return to the lava pool by walking across the palm tree you kicked over.
8. Whip the heat-resistant weeds next to the lava pool with the weed whipper to start the flow of lava into the mine shaft.
9. Leave the lava field by crossing the stone bridge, then go all the way east to the giant monkey head.
10. Use the banana picker on the giant monkey nose.
11. Throw the bronze hat on top of the giant monkey head.
12. Walk around in the monkey's mouth and go down the hidden passage.
13. Take the Mélée Island Gubernatorial Symbol and put it in the prominent slot on the control panel, to the front and left of the captain's chair.



ACT 3+: GUYBRUSH KICKS UNUSUALLY LARGE BUTT

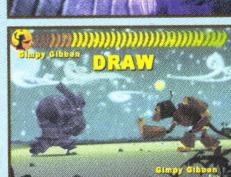
A. Towers

1. Pick up the large plank on the ground to the far right and use it on the shortest of the very tall towers.
2. Climb the short tower and jump on the plank.
3. Pull the lever on the conch shell.



B. Monkey Kombat Part II: Final Showdown

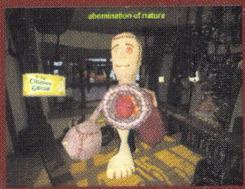
1. You can't defeat the giant LeChuck statue normally, because both of your health bars keep returning to full health. Instead, get three Draws against the evil LeChuck statue.



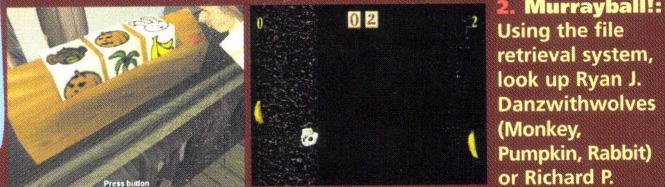
ABOMINATIONS AND EASTER EGGS

The world of *Escape From Monkey Island* is rife with in-jokes relating to other LucasArts properties, pop culture references and hidden mini-games. Some of these are obvious, such as when Brittany the bank teller tells Guybrush that her real ambition is to become a singer with her own backup dancers, even though she has no experience or talent. Others are a little less blunt, and I've listed those below.

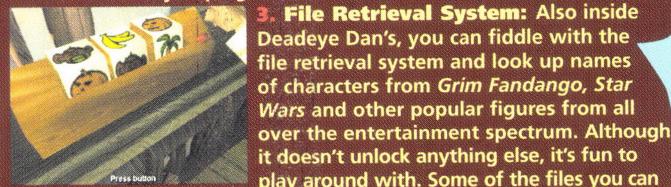
A. LUCRE ISLAND



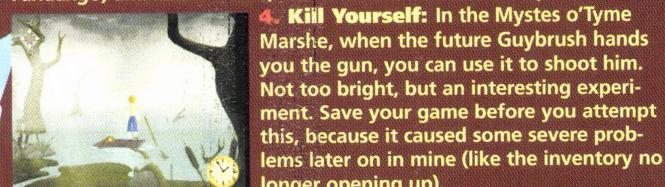
fun to play with...and it even disgusts Murray the evil talking skull.



Sunshine (Monkey, Monkey, Monkey) BEFORE you look up Pegnose Pete's file. After doing so, go to the Options menu and check under the Bonus Features. There should be a new category called "Murrayball". It's a Pong-like game played with bananas as paddles and Murray as the ball...and if you plug in another controller, two people can play.



get include Obi W. Kenobi, (Fandango) and Kais R. Soze (the villain from *The Usual Suspects*.)



B. JAMBALAYA ISLAND



1. Murray Attacks: At the diving competition, walk in and out of the changing tent 13 times. Murray will attack Guybrush.

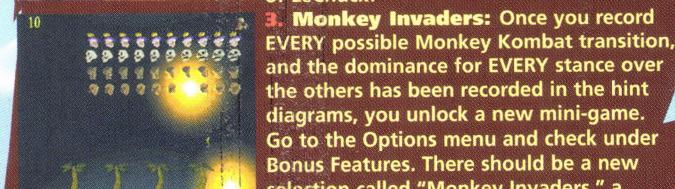
2. Spin Murray: Although you can't pick Murray up from his stool outside Planet Threepwood, you can spin him around in circles.

C. MONKEY ISLAND

1. Three-Headed Monkey: If you hang around in Monkey Town for awhile, the three-headed monkey will randomly appear.



2. Monkey Kombat Arenas: You don't have to participate in Monkey Kombat only in the forest clearing. If you give your monkey opponents bananas before talking to them, they will follow you into new areas, so you can even engage in Monkey Kombat in the middle of the First Church of LeChuck!



3. Monkey Invaders: Once you record EVERY possible Monkey Kombat transition, and the dominance for EVERY stance over the others has been recorded in the hint diagrams, you unlock a new mini-game. Go to the Options menu and check under Bonus Features. There should be a new selection called "Monkey Invaders," a Space Invaders-like game which has a monkey throwing bananas at the descending heads of Pegnose Pete, Ozzie Mandrill, Murray and LeChuck (in his Charles L. Charles disguise.)

The Club For Everybody

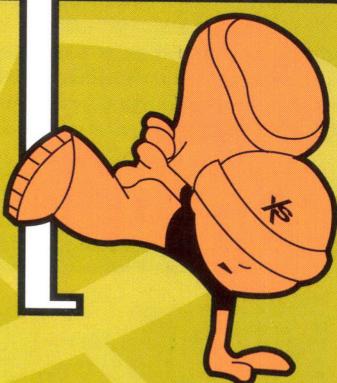


Huh? What kind of club is opened to everybody anyway?

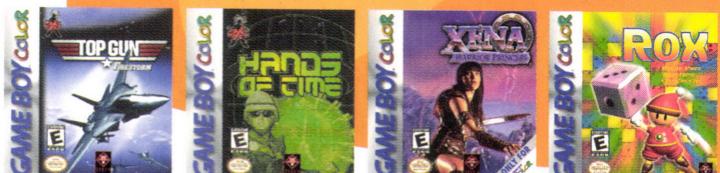


Duh, a cool club idiot!
Get real. Be XS-ive!

Yeah, that's right, girl!
2XS is all about **FREE** stuff
and we ain't fooling around.
So lose yourself in 2XS!



That's right! You will receive free stuff when you buy 2 games tagged with the 2XS logo. All you need to do is cut-off 2 UPC codes, send them to the address below with a check for \$5. (S&H) Select any free article from the free 2XS Article Section found on in-box posters, print ads or 2XS website. Gifts include free games, equipment, streetwear, fingerboards and much more from YOUR FAVORITE BRANDS! So begin your free access to Club 2XS now!



Yo! Check out the
First 4 Releases.

2XS Article Section - Lots MORE To Come!



FREE Article #1



FREE Article #2



FREE Article #3



To participate, send two (2) original UPC codes (found only on specially marked Game Boy® 2XS game packages), your completed 2XS return card, and one(1) check or money order for \$5 made payable to: 2XS Awards Program and mail to: Department 29610, 2XS Awards Program, PO Box 52900, Phoenix AZ 85072 for US residents. Residents of Canada must mail everything to: Department 29612, 2XS Awards Program, PO Box 979, Fonthill, ON L0S 1E0. Limit of two(2) UPC codes per submission, additional UPC codes submitted will not be refunded or credited. Offer valid while supplies last. Promotion open to legal residents of the 50 United States and Canada, except Quebec and where otherwise prohibited. Please allow 10-12 weeks for delivery of award. Complete set of rules available on in-box 2XS game posters and website www.titusgames.com/2XS. Complete set of rules and/or 2XS return card available upon request to: Department 29611, 2XS Awards Program, PO Box 52900, Phoenix AZ 85072. ©2001 - TITUS. All rights reserved. Titus and the Titus logo are registered trademarks of Titus Software Corporation. Game Boy Color and the Game Boy Color Logo are trademarks of Nintendo. Xena: Warrior princess is a trademark and copyright of Studios USA Television Distribution LLC. Licensed by Universal Studios Licensing Inc. All rights reserved.



GAME BOY®
COLOR





SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section.

The purpose of Select

Games is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



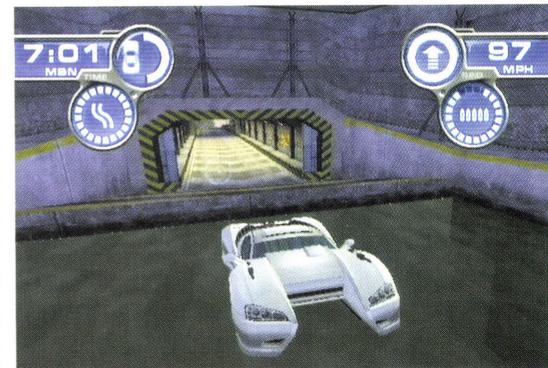
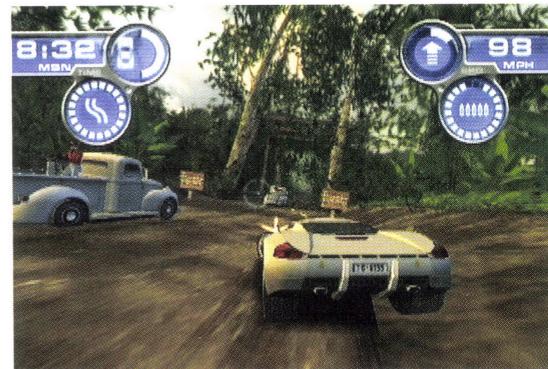
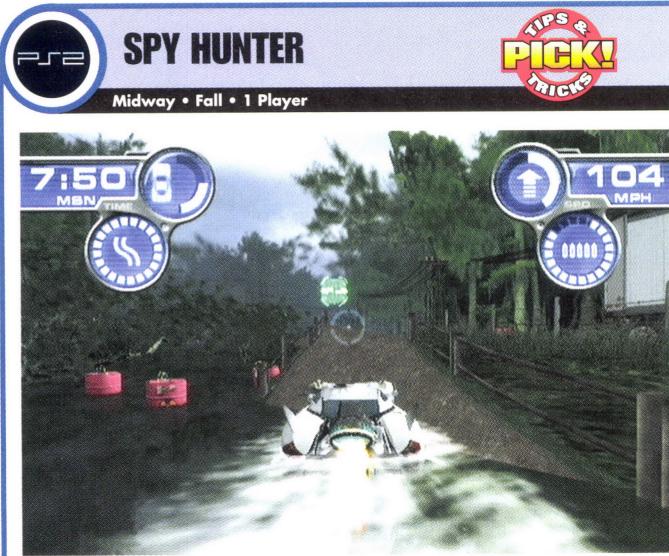
Pick it!

The elite "Tips & Tricks Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



It's been 18 years since *Spy Hunter* first impressed gamers with its state-of-the-art graphics and catchy Peter Gunn theme song. To this day, the original arcade version is looked upon as one of the pioneers of video-game driving simulations; some of its features are still mimicked today. *Spy Hunter* has been kept alive through various conversions on systems like the Game Boy Color and original PlayStation, but until now it has not received an upgrade worthy of mention (and that includes the obscure arcade game *Spy Hunter II* and *Super Spy Hunter* for the 8-bit Nintendo Entertainment System). Scheduled for release this fall, *Spy Hunter* truly shows off what a real driving action/adventure game for PlayStation 2 should be. You can still upgrade your vehicle via the "Weapons Van" that arrives during each level. Grab your oil slick, missiles and smoke screen and take to the streets once again! Instead of aimless wandering from level to level, various objectives are now required to finish off each stage, with one main objective and multiple minor tasks comprising each. If your energy level reaches "warning" status, you will automatically morph into a motorcycle, just like the ones you used to clobber (and get penalized for doing so) in the original *Spy Hunter*...YEAH! Look for this highly-anticipated title to score big with fans of the old-school *Spy Hunter* game and even bigger with anyone fortunate enough to own a PlayStation 2—this baby's a PS2 exclusive!



STAR FOX ADVENTURES: DINOSAUR PLANET

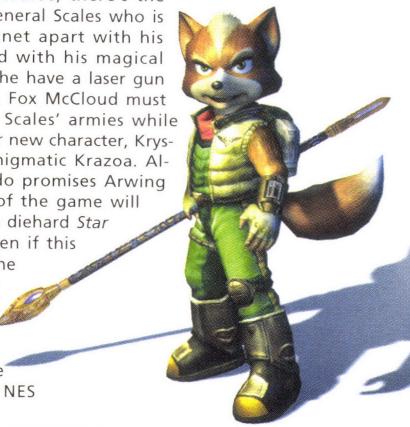


Nintendo • November • 1 Player



Last year, Nintendo announced a mysterious new game to be developed by Rare named *Dinosaur Planet*. Now it appears as though Fox McCloud has become the game's main character, making it an extension of Nintendo's *Star Fox* series. Fox's companions Falco, Slippy and Peppy may have gone their separate ways, but it looks like there will be some kind of minimal interaction with them throughout the adventure. Joining Fox this time is a new sidekick who goes by the name of Prince Tricky. And of course, there's the evil dinosaur General Scales who is ripping the planet apart with his minions. Armed with his magical staff (shouldn't he have a laser gun or something?), Fox McCloud must defeat General Scales' armies while rescuing another new character, Krysal, from the enigmatic Krazaa. Although Nintendo promises Arwing missions, most of the game will

likely take place on foot. For the diehard *Star Fox* fan, it still remains to be seen if this new installment will be true to the spirit of the original game; however, the characters have passed through several different creators' hands ever since Argonaut Software developed the original *Star Fox* for the Super NES back in 1993.



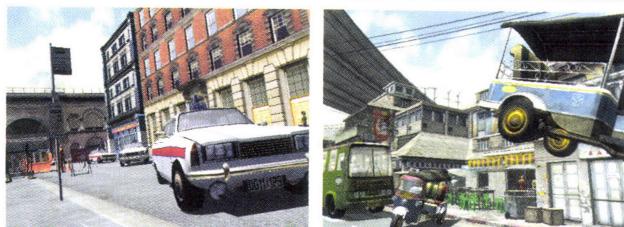
STUNTMAN



Infogrames • Possible in 2002 • 1 Player

FROM THE MAKERS OF DRIVER 2 STUNTMAN

Over the past few years, Reflections Interactive has earned a reputation as a developer of games that simulate car chases (and the inevitable wrecks, of course) with the *Destruction Derby* series, and most recently with *Driver* and *Driver 2*. Reflections' next game, *Stuntman*, follows a similar format. The player assumes the role of a stuntman playing out various action scenes as he takes on stunt jobs of increasing complexity. This should guarantee a lot more variety than the constant driving around that made the *Driver* series somewhat repetitive. Also interesting will be the online "Stuntman Championship" feature which will allow players around the world to compete with each other.



SILENT HILL 2



Konami • August • 1 Player

UPDATE!



In *Silent Hill 2*, the boundary between life and death blurs; things that shouldn't exist stumble, writhe and shriek through deserted hallways. Not exactly the best place for a romantic interlude, but that's why James, the game's protagonist, decides to return there. He receives a letter from his wife asking him to meet her at Silent Hill, a place of great significance for the two of them. Unfortunately for James, poor taste in vacation spots is the least of his wife's problems—when he receives the letter, she's already been dead for three years. Yet he goes back, spurred on by love, curiosity and abject stupidity (or a combination of all three.) Instead of doing the logical thing and hiring a team of exorcists and sharpshooters and entering the town in an armored tank, James strolls alone into the first circle of Hell. Previous visitors to Silent Hill will recognize some old parts of town which were originally closed off. In addition to the new areas, there are more weapons, including a pistol and a steel pipe. These



may help you survive the game's physical assaults... and though your body may get out of town alive, getting out with your sanity intact is the real trick. Welcome (back) to Silent Hill.



UNIVERSAL STUDIOS

Kemco • November • 1-2 Players



Here a game genre that probably hasn't been used since Capcom released *Adventures in the Magic Kingdom* back in 1990: the theme park adventure. Despite the fact that *Universal Studios* is being billed as a "virtual vacation," that isn't nearly a sufficient description of what this product actually is. The game does feature a model of the park that appears to be quite close to the real thing, but in addition to that, most of the

gameplay is constituted of a collection of mini-games and challenges based around the actual attractions at Universal Studios. Depending on your performance in each challenge, you'll be able to uncover various secrets and items to enable you to gain higher scores in the remaining challenges. There's certainly a lot of potential here for a really fun game if the proper creative liberties are taken with gameplay design.



UNREAL CHAMPIONSHIP

Infogrames • Spring 2002 • 1-4 Players



Microsoft hopes to use the Xbox exclusive title *Unreal Championship* to capture a leadership position for its freshman console as the preferred next-generation platform for first-person shooters. The latest incarnation of the popular *Unreal* series is being developed by Digital Extremes—part of the team responsible for both *Unreal* and *Unreal Tournament*—and uses the latest Unreal technology by Epic Games to create an exotic and complex universe.



New characters and weapons are included, as are land, air and team-based vehicles and over 30 new indoor and outdoor environments. The multiplayer mode allows up to 32 players to compete online; you can also compete through system-to-system hookup and there's a four-player split-screen mode for those of you with friends who don't have \$300 burning in their pockets.

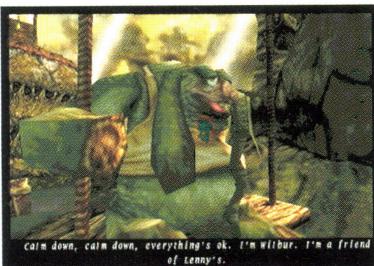


EVIL TWIN: CYPRIEN'S CHRONICLES

Ubisoft • October • 1 Player



Developed by the French company In Utero, *Evil Twin: Cyprien's Chronicles* is an action game starring an orphan named Cyprien. On the dark, rainy night of his birthday party, depressed Cyp is abruptly taken from his orphanage and suddenly dropped into a strange world. Unbeknownst to him, his friends have been similarly abducted and scattered about. The unfamiliar alien world seems like nothing more than a dreary, unending sea with a mess of islands scattered about here and there. This kind of terrain just happens to be perfect for a platform-jumping action game, so as Cyprien you'll find yourself climbing up and down tall structures and jumping over gaps, etc. You also have the usual coin-type items to collect; in this case, teddy bear heads. Your primary weapon is a trusty slingshot that shoots balls of energy. It comes in quite handy for taking out enemies like the mysterious Demis, beings with their bodies split in two. The world of *Evil Twin* is dark and depressing, yet there are a number of "cute" elements within it, which results in a very interesting and different gameplay experience.



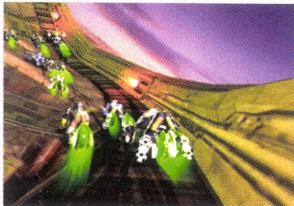
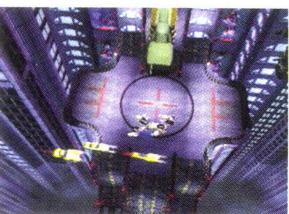
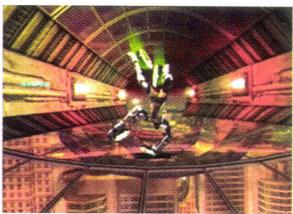


KINETICA

Sony • November • 1-2 Players



America's Santa Monica studio, *Kinetica* is a new type of racing game. This one features people riding inside what are known as "kinetic skins" instead of a car or other traditional vehicle. Think of them as bodysuits rolling around with wheels attached to all four limbs. They also have the ability to adhere to any surface, which is a racing game concept that's surprisingly only been explored a few times in games like *Rollcage*. The actual gameplay mechanics are similar in some ways to games like *SSX* or *Trickstyle*, where performing tricks is just as important as taking the proper line through the course. The graphics look exceptional, though in some places the kinetic skins seem to be very thin and transparent, like around some of the characters'...uh, "rear areas."



Designed and developed by Sony Computer Entertainment

FORTIFIED BY EARTH



KAMEO: ELEMENTS OF POWER

Nintendo • Possible in 2002 • 1 Player



Kameo: Elements of Power is still a long way from release, but the visuals already look breathtaking. Kameo has the remarkable power to capture, train and even possess the 60 monsters she can encounter throughout the world. When Kameo captures these creatures as youngsters, they are small, malleable beasts which will have greater loyalty and trust in her abilities as a trainer. As they age, they grow larger and more powerful. Kameo needs the monsters to assist her during her quest to find the six Elemental Children. When engaging an enemy, Kameo can choose to control her monsters from the background, or she can choose to possess them. While possessing a creature, Kameo appears to get absorbed; the monster she inhabits will appear translucent and you can literally see her riding inside it, controlling its moves from within. This odd title is a GameCube exclusive, developed by Rare, so we can be certain of an involving storyline featuring hours of exploration and gameplay.



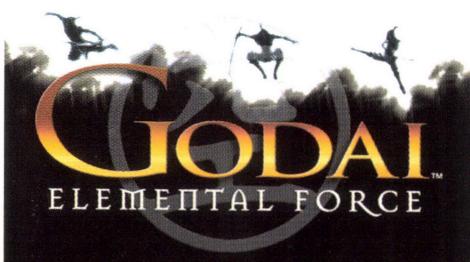
CAPCOM VS. SNK 2: MARK OF THE MILLENNIUM

Capcom • September • 1-2 Players



Capcom has combined forces with SNK to release the second *Capcom vs. SNK* game, adding a slew of new features and gameplay modes as well as allowing you to select from 44 different characters. Based on SNK's *King of Fighters*' style of matchup play—in which you can combine up to three members on a team—*Capcom vs. SNK 2* allows for some serious strategy issues. Gone from the original *Capcom vs. SNK* is the ability to pick four Ratio One characters. You can choose up to three members on a team, as long as the four "points" you have allotted are distributed equally for each character. (For example, you can have a team with a Ratio One character and a Ratio Three character, or a team with two Ratio Ones and a Ratio Two.) Also gone is the predetermined Ratio System, where a group of specific characters had preassigned ratios, forcing a player to choose some characters he or she may not be familiar with. Also gone are the "EX" versions of each character, and the control scheme has been changed to the traditional six-button style for all you *Street Fighter* purists! Look for long lines on this one at your local arcade right now!

MASTER THE ELEMENTS.
FIGHT FOR YOUR DESTINY.



PlayStation®2



Visit www.esrb.org
or call 1-800-771-3772
for more info.

3DO™
www.3do.com

© 2001 The 3DO Company. All Rights Reserved. 3DO, GoDai, and their respective logos, are trademarks or registered trademarks of The 3DO Company in the U.S. and other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

SUPERCAR STREET CHALLENGE

Activision • Fall • 1-2 Players

Here is developer Exakt Entertainment's newest PlayStation 2 game. *Supercar Street Challenge* is a racing game that focuses on super exotic cars that you'll likely never drive in your lifetime, like the Fioravanti F100, Pagani's Zonda C12S, the Vision CTEK K/2, the Rinspeed E-Go Rocket and the Saleen S7. One big attraction here is the unique Styling Studio, where you can assemble and customize your car body by selecting from a number of parameter categories like body color, wheels, rear wing, headlights, front body shape and rear body shape. You can even gradually blend two different body parts together to achieve an intermediate shape! All the courses in the game are based on real tracks in locations as diverse as London, Paris, Munich, Monaco and Rome. Within each course you'll also be able to find secret routes by crashing into the appropriate mock barriers. *SSC* has very impressive graphic effects: During night races, street lamps actually emit haze, while the light from a car's headlights will illuminate the street and even reflect off of buildings and other structures. If the road is wet, you can see the trail left behind from the tires cutting through water. And yes, it actually rains. Little details like these are what make *SSC* really unique. If you've already played *Gran Turismo 3* to death, give this one a try!

ESPN X GAMES SKATEBOARDING

Konami • September • 1-2 Players

Konami is looking to capture some of the Tony Hawk excitement for itself with the release of *ESPN X Games Skateboarding*. No doubt, the ESPN X Games is an immense and respected license that demands attention. Some of the unique features of this game include authentic recreations of the courses from the 2000 X Games in San Francisco and a few fantasy skate courses in locations like a museum, an ancient ruin and even an ocean liner! Of course, no skateboarding game would be complete without its cast of real professional skateboarders with their own equipment and sponsors; this one includes Colin McKay, Chris Senn, Kerry Getz, Carlos DeAndrade and even Bob Burnquist, who also appeared in the *Tony Hawk* games. You can find a total of 64 skateboards to ride in this game, every one a faithful recreation of a real-life skateboard design. The soundtrack features 12 tracks from artists like Voodoo Glow Skulls, Linkin Park and New Found Glory. There's also an innovative practice mode which gives you interactive advice as you attempt different kinds of tricks. Finally, a two-player split-screen mode lets you and a friend grind and ollie simultaneously.

PHANTASY STAR ONLINE

Sega • Possible in 2002 • 1-4 Players

game and was certainly the most popular and most exciting. In fact, Sega boasts that the game now has over 2.6 million registered players worldwide! It's unfortunate that the timing was so bad, with Sega announcing its discontinuation of the Dreamcast only months afterward. The Dreamcast may be dying, but Sega games will still survive! Very few details are available for the GameCube version of *PSO*, so it's unclear whether this is going to be a totally new *Phantasy Star* environment or a generally direct port of the Dreamcast game. One detail we can report for certain is a special four-player split-screen mode which allows you to go adventuring with four friends at once even if you're not connected to the network. We're really excited about this development and you can be sure that Sonic Team will be squeezing every ounce of power out of the hardware to recreate the *Phantasy Star Online* experience. We're keeping our eyes on this one!

Phantasy Star Online proved to be one of the most innovative console games ever created when it was released on the Dreamcast earlier this year.

BORN OF WATER



DEATH CRIMSON OX

Sammy • Available Now • 1-2 Players



Developed by Ecole Software Corp., *Death Crimson* is a light gun game series that originally appeared on the Saturn in 1996 in Japan only. *Death Crimson OX* is now the third installment, though this will be its very first domestic release. The main characters are Kou Yanami and Yuri Rosenberg, who team up to find a kidnapped girl named Lilly and ultimately take down an evil and mysterious syndicate known only as SMO. Well, we can't be taking down friendly and well-known syndicates, can we? The straightforward gameplay can be easily compared to other gun games like *The House of the Dead 2*. *Death Crimson OX* is one of the very few games still coming out for Dreamcast; it could even be one of the last titles released for this system. For those of you who are tired of shooting zombies, this is the game for you!

SHREK

TDK Mediactive, Inc. • Fall • 1 Player



SHREK

The green-skinned, eyeball-eating, mud bath-taking ogre from the hit DreamWorks movie plops onto the Xbox in the fall, during the first wave of titles to be released for Microsoft's new console game system. Shrek's mission is simple: His precious swamp is infested with fairy tale creatures and it's up to him to get them relocated back to their natural habitats. Instead of chopping Pinocchio up for firewood and making some pork chops out of the three little pigs—as some more pragmatic ogres might do—Shrek instead sets out on an exhausting journey that takes him through four different worlds, 12 levels, 36 missions and over 80 hours of gameplay filled with sarcastic, donkey-style humor. At least he gets to eat the Gingerbread Man at the end. (Just kidding.)



WAVE RACE BLUE STORM

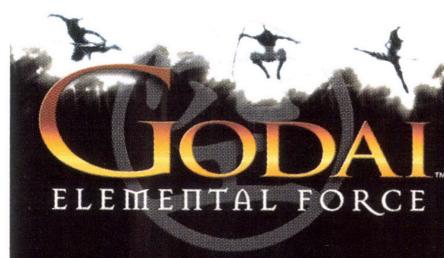
Nintendo • November • 1-4 Players



The tentatively-named *Wave Race Blue Storm* looks like it will be of the most impressive first-generation GameCube titles. The developer is Nintendo Software Technology Corporation, which was also responsible for *Ridge Racer 64*. Though the game mechanics and physics seem largely unchanged from the original *Wave Race 64* (this is a good thing), as you can see the graphics will be much, much better than that Nintendo 64 game from five years ago. However, there is at least one new gameplay feature that will be introduced: a turbo boost meter that accumulates as the player successfully navigates through the course. Fans have been waiting for a new *Wave Race* for a long time, and it looks like this one will be a worthy sequel.



MASTER THE ELEMENTS.
FIGHT FOR YOUR DESTINY.



PlayStation®2



Visit www.esrb.org
or call 1-800-771-3772
for more info.

3DO™
www.3do.com

© 2001 The 3DO Company. All Rights Reserved. 3DO, GoDai, and their respective logos, are trademarks or registered trademarks of The 3DO Company in the U.S. and other countries. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.



GAME BOY
COLOR

THE WORLD IS NOT ENOUGH

Electronic Arts • Fall • 1 Player



Developed by 2ⁿ Productions, *The World Is Not Enough* for Game Boy Color is a pretty standard top-view spy game. You could think of it as something akin to the original *Metal Gear* for the NES, except that there are distinctly different missions and—of course—the main character is James Bond, not the other chain-smoking super spy who will remain nameless. As with any movie-licensed game, you can expect much of the gameplay to revolve around events from the movie. Characters such as M, Renard and "Dr." Christmas Jones also appear throughout the seven various levels. The game's coolest feature, though, is that it's compatible with the Nintendo Transfer Pak, which means that you can transfer your character attributes from this game into the multiplayer mode of the N64 version of *The World Is Not Enough*.

MARIO KART SUPER CIRCUIT

Nintendo • August • 1-4 Players



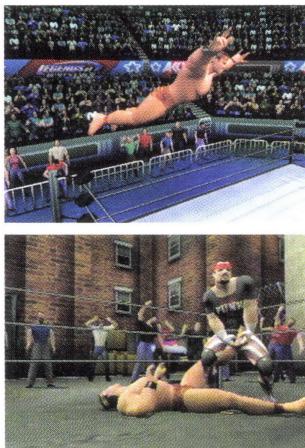
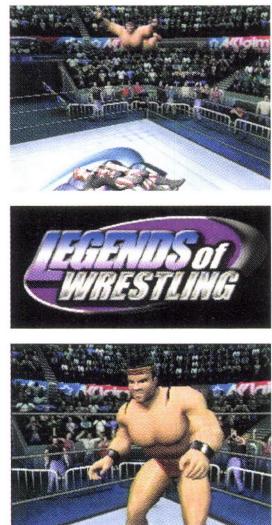
The fat-nosed plumber is back on the racing circuit, accompanied by his old buddies from the Super NES glory days. 20 new tracks have been added in the Grand Prix and Time Trial Modes, and now there are bonus tracks that players can unlock throughout the game. *Mario Kart Super Circuit* supports full-screen, four-player simultaneous play, so you can

no longer quickly peek at the upper-right quadrant of the screen to see what Player 2 is up to. Although four people can play with just a single pak between them, they'll only be able to access the 20 tracks available in single-player mode. For complete access during multiplayer action, all players need to have a Game Pak. Still an old favorite for many gamers, this upgraded version of the original kart racer will be a treat in late summer for new gamers and those who want to take a nostalgic trip back to 1992.



LEGENDS OF WRESTLING

Acclaim • November • 1-8 Players



Although professional wrestling today does its best to communicate a young and fresh image to the mainstream public, the "sport" has actually survived long enough to develop a legitimate history for itself. Developed by Acclaim Studios Salt Lake City, *Legends of Wrestling* is an attempt to capture 30 of the best wrestlers of all time and bring them together in the ring. Some of the more interesting features include 12 different match types like Ladder and Barbed Wire and a new Create-a-Stencil mode where you can draw your own attire designs. *Legends of Wrestling* features classic names like Bret "The Hitman" Hart, Jake "The Snake" Roberts and George "The Animal" Steele. But perhaps most importantly, Bobby "The Brain" Heenan and the inimitable Captain Lou Albano will give their own match analysis and advice throughout the game! Now all you whippersnappers can see what real pro wrestling was all about!



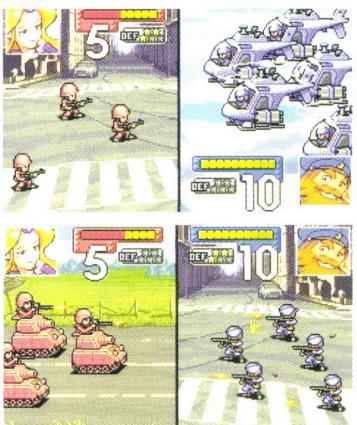
ADVANCE WARS

Nintendo • September • 1-4 Players



When Team Nintendo came by the *TIPS & TRICKS* offices to demo *Advance Wars*, everything ground to a halt as we all sat and stared, fixated on our tiny armies. *Advance Wars* may come in a small package, but it is one of the deepest, most addictive strategy games

you will ever play. There's an excellent in-game tutorial which provides hints about battle strategy, including tips on using terrain to your advantage, moving units more effectively and defeating an enemy who has more firepower than you. This is going to be one of those titles that makes you lose entire nights of sleep, because even at 3:00 AM—with your eyes watering, your thumbs aching and your parents/wife/husband yelling at you to go to sleep—you've just got to play that one more level.



GAME TRACK!

NINTENDO 64 4TH QUARTER

The Powerpuff Girls (BAM)
Tony Hawk's Pro Skater 2 (Activision)

PLAYSTATION SEPTEMBER

Barbie Explorer (Havas)
Bob the Builder (THQ)
Cargo! (Hasbro)
Dance Dance Revolution: Disney Mix (Konami)
Hot Wheels Extreme Racing (THQ)
Kelly Clubhouse Fun (Havas)
Looney Tunes: Sheep Dog & Wolf (Infogrames)
NASCAR 2002 (EA Sports)
NASCAR Racers (Hasbro)
NASCAR Thunder (EA Sports)
NFL GameDay 2002 (Sony)
Nicktoons Racing (Hasbro)
One Piece Mansion (Capcom)
Power Rangers Time Force (THQ)
Razor Racing (Crave)
Sheep Raider (Infogrames)
Spider-Man 2: Enter Electro (Activision)
Spongebob Squarepants: Super Sponge (THQ)
Syphon Filter 3 (Sony)
V.I.P. (Ubi Soft)
X-Men Mutant Academy 2 (Activision)
You Don't Know Jack Vol. 6 (Havas)

OCTOBER

American Deer Hunter (Interplay)
Arc the Lad Collection (Working Designs)
Arthur's Quiz Show (The Learning Co.)
FIFA World Cup Soccer (EA Sports)
Jumpstart Kindergarten (Havas)
Mary-Kate and Ashley Crush Course (Acclaim)
NBA ShootOut 2002 (Sony)
Scooby-Doo and the Cyber Chase (THQ)
Tales of Destiny 2 (Namco)
The Weakest Link (Activision)
Where in the World is Carmen Sandiego? (The Learning Co.)

NOVEMBER

Dexter's Laboratory (BAM)
Digimon Racing (Bandai)
Dragon Warrior VII (Enix)
E.T.: Interplanetary Mission (New Kid Co.)
Harry Potter and the Sorcerer's Stone (EA)
Hooters: Road Trip (Ubi Soft)
Jesse James Six-Shooter Showdown (Ubi Soft)
Mega Man X 6 (Capcom)
Monsters, Inc. (Sony)
NBA Live 2002 (EA Sports)
The Powerpuff Girls (BAM)
Tony Hawk's Pro Skater 3 (Activision)
Twisted Metal: Small Brawl (Sony)

PLAYSTATION 2 SEPTEMBER

Arctic Thunder (Midway)
Baldr's Gate: Dark Alliance (Interplay)
Bass Strike (THQ)
Capcom vs. SNK 2 (Capcom)
Commandos 2 (Eidos)
Disney's Dinosaur (Ubi Soft)
Disney's Jungle Book (Ubi Soft)
Dragon Wars of Might & Magic (3DO)
Duke Nukem (Rockstar)
ESPN X Games Skateboarding (Konami)
F1 2002 (EA Sports)
Force of One (Interplay)
Galerians 2 (Crave)
Half-Life (Havas)
Ico (Sony)
Legacy of Kain: Soul Reaver 2 (Eidos)
Lego Racers 2 (Lego)
Lotus Challenge (Interplay)
Mad Dog McCree (Digital Leisure)
Monster Rancher 3 (Tecmo)

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NASCAR Thunder (EA Sports)
NHL 2002 (EA Sports)
NHL Hitz 2002 (Midway)
Pilot Academy (Crave)
Project Eden (Eidos)
Run Like Hell (Interplay)
Silent Hill 2 (Konami)
Spy Hunter (Midway)
Thunderstrike Operation Phoenix (Eidos)
Time Crisis 2 (Namco)

OCTOBER

18 Wheeler American Pro Trucker (Acclaim)
Batman: Vengeance (Ubi Soft)
Casper Spirit Dimensions (TDK)
Conflict Zone (Ubi Soft)
Cue Ball 3 (Titus)
Deuce (Universal)
Disney's Tarzan (Ubi Soft)
Dune (Dreamcatcher)
ESPN NFL Prime Time (Konami)
Evil Twin (Ubi Soft)
Flintstones: Viva Las Vegas (Crave)
Grand Theft Auto 3 (Rockstar)
Gundam: Zeonic Front (Bandai)
Harvest Moon (Natsume)
Hidden Invasion (Crave)
Hot Shots Golf 3 (Sony)
Kinecta (Sony)
Maximo: Ghost to Glory (Capcom)
Max Payne (Rockstar)
Mega Race 3 (Dreamcatcher)
Mini Golf Maniacs (Havas)
The Mummy Returns (Konami)
NFL 2K2 (Sega)
Shaun Palmer's Pro Snowboarder (Activision)
Smuggler's Run 2 (Rockstar)
SOCOM U.S. Navy Seals (Sony)
Sunny Garcia Surfing (Ubi Soft)
SuperCar Street Challenge (Activision)
Top Gun (Titus)
Tribes 2 (Havas)
Wave Rally (Eidos)
WWF Smackdown! "Just Bring It" (THQ)

NOVEMBER

007: Agent Under Fire (EA)
Ace Combat 4 (Namco)
Adventure Pinball (EA)
Alien: Colonel Marines (EA)
Alon D'Ar (Ubi Soft)

Crash Bandicoot: The Wrath of Cortex (Universal)
Crime Patrol (Digital Leisure)
Dark Summit (THQ)
Deus Ex (Eidos)
Devil May Cry (Capcom)
Downforce (Titus)
Drakan (Sony)
Driven (BAM)

ESPN National Hockey Night 2002 (Konami)
ESPN NBA 2Night 2002 (Konami)
ESPN Water Sports 2002 (Konami)
Eve of Extinction (Eidos)
FIFA 2002 (EA Sports)

Frequency (Sony)
Frogger: The Great Quest (Konami)
H2Overdrive (Crave)
Herdy Gerdy (Eidos)
Hot Wheels Monster Truck (Ubi Soft)
Jade Cocoon 2 (Crave)

Jeremy McGrath Supercross World (Acclaim)
Jimmy Neutron: Boy Genius (THQ)
Jurassic Park III: Survival (Universal)
Legacy of Kain: Blood Omen 2 (Eidos)
Legends of Wrestling (Acclaim)

Legion (Midway)
Metal Gear Solid 2: Sons of Liberty (Konami)
Monster Jam Maximum (Ubi Soft)
Monsters, Inc. (Sony)

Namco Museum (Namco)
NBA 2K2 (Sega)
NBA Live 2002 (EA Sports)

NBA ShootOut 2002 (Sony)
NCAA Final Four 2002 (Sony)
NCAA GameBreaker 2002 (Sony)
NFL Blitz 2002 (Midway)
NHL FaceOff 2002 (Sony)
Pirates of Skull Cove (EA)
Police 911 (Konami)
Pryam: The Dark Unicorn (TDK)
Rubu Tribe (Interplay)

The Simpsons: Road Rage (EA)

Star Trek: Shattered Universe (Interplay)

SSX: Tricky (EA)

Tetris Worlds (THQ)

Tony Hawk's Pro Skater 3 (Activision)

Trophy Bass (Havas)

Wizardry: Forsaken Land (Atmos)

Woody Woodpecker (Dreamcatcher)

Zorro (Dreamcatcher)

Galleon (Interplay)

Grandia 2 (Ubi Soft)

Jak and Daxter: The Precursor Legacy (Sony)

The Lost (Crave)

The Powerpuff Girls (BAM)

Rainbow Six: Rogue Spear (Ubi Soft)

Rayman M (Ubi Soft)

Super Runabout: New York (Interplay)

The Weakest Link (Activision)

Barbarian (Titus)

Dynasty Warriors 3 (Koei)

Formula X (Interplay)

Gitaroo-Man (Koei)

Gravity Games: Biking (Midway)

Kessen II (Koei)

Pac-Man World 2 (Namco)

Rock & Roll Racing (Interplay)

Star Wars: Obi-Wan (LucasArts)

State of Emergency (Rockstar)

USHRA Monster Jam (Ubi Soft)

Vampire Night (Namco)

Virtua Fighter 4 (Sega)

V'Room (Interplay)

WipeOut Fusion (Sony)

Zombie Revenge (Acclaim)

POSSIBLE IN 2001
Barbarian (Titus)

Dynasty Warriors 3 (Koei)

Formula X (Interplay)

Gitaroo-Man (Koei)

Gravity Games: Biking (Midway)

Kessen II (Koei)

Pac-Man World 2 (Namco)

Rock & Roll Racing (Interplay)

Star Wars: Obi-Wan (LucasArts)

State of Emergency (Rockstar)

USHRA Monster Jam (Ubi Soft)

Vampire Night (Namco)

Virtua Fighter 4 (Sega)

V'Room (Interplay)

WipeOut Fusion (Sony)

Zombie Revenge (Acclaim)

DREAMCAST
SEPTEMBER

Alone in the Dark: The New Nightmare (Infogrames)

Bomberman Online (Sega)

Conflict Zone (Ubi Soft)

NFL 2K2 (Sega)

Ooga Booga (Sega)

V.I.P. (Ubi Soft)

OCTOBER

Evil Twin (Ubi Soft)

NBA 2K2 (Sega)

World Tennis 2K2 (Sega)

NOVEMBER

NHL 2K2 (Sega)

Over the Top Soccer (Sega)

Phantasy Star Online Ver. 2 (Sega)

Shenmue II (Sega)

GAME BOY COLOR
SEPTEMBER

007: The World Is Not Enough (EA)

3D Pool All Stars (Titus)

Kelly Clubhouse Fun (Havas)

Dragon Warrior Monsters 2: Cobi's Journey (Enix)

Dragon Warrior Monsters 2: Tara's Adventure (Enix)

The Gladiator (Havas)

Madden NFL 2002 (EA Sports)

The Mask (Dreamcatcher)

Mega Man Xtreme 2 (Capcom)

Robocop (Titus)

Robopon: Star Version (Atmos)
Sabrina 2 (Havas)
V.I.P. (Ubi Soft)

OCTOBER

E.T. Escape Planet Earth (New Kid Co.)
Harvest Moon 3 (Crave)

Jumpstart Dino Adventure (Havas)

Jumpstart Kindergarten (Havas)

Mary Kate & Ashley Crush Course (Acclaim)

Monsters, Inc. (THQ)

NOVEMBER

Diva Stars (Havas)

E.T. Cosmic Garden (New Kid Co.)

Harry Potter and the Sorcerer's Stone (EA)

Shaun Palmer's Pro Snowboarder (Activision)

Tony Hawk's Pro Skater 3 (Activision)

GAME BOY ADVANCE
SEPTEMBER

Advance Wars (Nintendo)

Backtrack (TeleGames)

Breath of Fire (Capcom)

Columns (Sega)

Disney's Atlantis (THQ)

ESPN Golf Masters 2002 (Konami)

ESPN X-Games Skateboarding (Konami)

Jurassic Park III: Park Builder (Universal)

High Heat Major League Baseball 2002 (3DO)

Lady Sia (TDK)

Lego Bionicle (Lego)

Lego Island 2 (Lego)

Lego Racers 2 (Lego)

Mega Man Battle Network (Capcom)

MX 2002 Featuring Ricky Carmichael (THQ)

The Powerpuff Girls (BAM)

Power Rangers Time Force (THQ)

Rocket Power: Dream Scheme (THQ)

Rugrats (THQ)

Scooby-Doo and the Cyber Chase (THQ)

Spider-Man: Mysterio's Menace (Activision)

Sports Illustrated for Kids Baseball (BAM)

Star Wars: Jedi Power Battles (THQ)

Tetris Worlds (THQ)

Tiny Toon Adventures (Conspiracy)

X-Men: Reign of the Apocalypse (Activision)

OCTOBER

DOOM (Activision)

Driven (BAM)

Ecks vs. Sever (BAM)

E.T. The Extraterrestrial (New Kid Co.)

Mat Hoffman's Pro BMX (Activision)

Monsters, Inc. (THQ)

Prehistoric Man (Titus)

Sports Illustrated for Kids Football (BAM)

NOVEMBER

Bass Fishing 2K2 (Konami)

Batman: Vengeance (Ubi Soft)

Casper (Titus)

CUBE (Ubi Soft)

Frogger Advance (Konami)

Harry Potter and the Sorcerer's Stone (EA)

Jimmy Neutron: Boy Genius (THQ)

Jurassic Park III: Chaos Effect (Universal)

Kao the Kangaroo (Titus)

Moto GP (THQ)

No Rules (TDK)

Planet Monster (Titus)

Planet of the Apes (Ubi Soft)

Robocop (Titus)

Shaun Palmer's Pro Snowboarder (Activision)

Snowboard (Titus)

Sonic the Hedgehog Advance (Sega)

Spongebob Squarepants Super Sponge (THQ)

Spyro: Season of Ice (Universal)

Star Wars: Jedi Power Battles (THQ)

Tom & Jerry: The Magic Ring (New Kid Co.)

The Wild Thornberrys (THQ)

WWF: Road to Wrestlemania (THQ)

* Publishers, please contact us with updates and/or corrections.

TIPS & TRICKS

September 2001

51

ARMORED CORE 2

Limiter Release

At any time during gameplay, hold R2 + L2 and press R3 (push the right analog stick into the controller). For the next 40 seconds, your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then select "Password." Next, enter Up, X, O, Up, Left, □, O, X as your password. You can now select from any of the 20 missions in the game.

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code.

F R E E P L A Y—Unlock all levels

N O D I E—Invincibility

N O S E E U M—Invincibility

G I M M E—All weapons

S H O R T Y—Tiny player

I M H U G E—Giant player

T H D O T E S T—Debug info

CRAZY TAXI

Secret Bicycle

To drive a secret bicycle instead of your character's cab in Arcade or Original mode, carefully enter the following code at the character-select screen:

Hold L1, hold R1, release L1, release R1

Hold R1, hold L1, release R1, release L1

When you lock in your character with the X button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the L2 and R2 buttons if you wish.

Another Day

Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release R1 once, then hold down R1 and press X. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold R1 and press START. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.

No Destination Mark

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L1 and press START. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold L1 + R1 and press START. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.

Speedometer

You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold R1 and press □ five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold R1 and press □ on Controller 2 again.

Alternate Camera Angles

Use the following button combinations on Controller 2 to change the camera angle at any time during the game:

- Hold R1 and press △ on Controller 2 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
- Hold R1 and press O on Controller 2 to toggle between two additional camera angles.

One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.

- Hold R1 and press X on Controller 2 to return to the default view.

DEAD OR ALIVE: HARDCORE

Infinite Score & Items in Survival Mode

First, start a new game in Survival Mode. When your opponent appears, press the blue Eject button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. Your opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing Up + A + B. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the Eject button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press Eject again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

DYNASTY WARRIORS 2

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.

Unlock Wu Kingdom characters—□, □, R2, R2, R1, R1, □, □

Unlock Shu Kingdom characters—□, □, R1, R1, □, □, R2, R2

Unlock all characters—□, R1, □, R2, □, R2, □, R1

Select either side in Free Mode—Hold down △ and press R1, L1, L2, R2, R1, L1, L2, R2

Unlock all stages in Free Mode—Hold down □ and press L1, R1, R2, L2, L1, R1, R2, L2

Unlock BGM Test—L1, L1, L1, R1, R1, L1, R2, R2

Unlock Opening Edit—R2, R2, R2, L2, L2, R1, L1

Unlock Wei Kingdom characters—□, □, □, R2, R2, R1, R1

GAUNTLET: DARK LEGACY

Secret Codes

Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.

I N V U L N—Invulnerability

0 0 0 0 0—Invincibility

S H O T S 5—Super shots

M E N A G E—3-Way shots

R E F L E X—Reflecting shots

P E E K I N—X-ray vision

P U R P L E—Full Turbo

D E L T A 1—Giant player, tiny enemies

A L L F U L—Start with 9 Potions, 9 Keys

1 0 0 0 0 K—Start with 10,000 Gold

E G G 9 1 1—Play as Pojo the chicken

I C E 6 0 0—Play as a big fat Dwarf

N U D 0 6 9—Play as a sad-masochist Dwarf

S T X 2 2 2—Play as a stick figure with a smiley-face

K J H 1 0 5—Play as a stick figure with a baseball cap

P N K 6 6 6—Play as a stick figure with a mohawk

B A T 9 0 0—Play as a centurion

T A K 1 1 8—Play as a ninja

S T G 3 3 3—Play as a bald guy

K A O 2 9 2—Play as a waitress

C S S 2 2 2—Play as a guy with casual clothes

and a baseball bat

A R V 9 8 4—Play as a guy with casual clothes

and a mace

D I B 6 2 6—Play as a guy with casual clothes

and a head on a staff

R I Z 7 2 1—Play as a quarterback

S J B 9 6 4—Play as a martial artist with two scythes

D A R T H C—Play as a bald guy with black cape

T W N 3 0 0—Play as a blue and orange Valkyrie with a bloody scythe

A Y A 5 5 5—Play as a Japanese schoolgirl

C E L 7 2 1—Play as a cheerleader

C A S 4 0 0—Play as a special Warrior

M T N 2 0 0—Play as a General

R A T 3 3 3—Play as a Warrior rat

G A R M 9 9—Play as a bald Wizard

G A R M 0 0—Play as a Wizard with a dark cloak

D E S 7 0 0—Play as a Wizard in desert garb

S K Y 1 0 0—Play as a green alien

S U M 2 2 4—Play as Sumner

GRADIUS III AND IV

All Power-Ups

At any time during gameplay, press START to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing START again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.

All Power-ups plus Laser—Press Up, Up, Down, Down, Left, Right, Left, Right, X, O
All Power-ups plus Double—Press Up, Up, Down, Down, Left, Right, Left, Right, □, △

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters:

M E C C A—Unlock Ashy Knucks

M R B A R R Y—Unlock Barry Sanders

J G I A M B I—Unlock Jason Giambi

J R S E A U—Unlock Junior Seau

O W N O L A N—Unlock Owen Nolan

S T E V E F—Unlock Steve Francis

Z I T O—Unlock Chuck Zito

J B O T T I—Unlock John Botti

D E M A R T—Unlock David De Martini

B A I L E Y—Unlock Joe Mesi

A U S T I N—Unlock Ray Austin

H A T C H E R—Unlock Charles Hatcher

B O S T I C E—Unlock David Bostice

O S U N A—Unlock Bernando Osuna

N E L S O N—Unlock Trevor Nelson

MDK 2: ARMAGEDDON

Alternate Camera View

At any time during gameplay, press START to pause, then hold L2 + R2 and press X, O, X, O. When you press START again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

First, you must start the game with a memory card containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

NBA HOOPZ

Match-Up Screen Codes

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, X and O buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the X button once and the O button twice, then press the D-pad or joystick Up. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of X.

3-1-2-Up—Infinite turbo

4-4-4-Left—No goaltending

2-2-2-Right—No fouls

0-1-1-Down—Show shot %

1-1-0-Down—Show hotspot

3-0-1-Up—No hotspots

1-2-1-Left—Granny shots

3-2-0-Left—Street court

0-2-3-Left—Beach court

1-1-1-Right—ABA ball

0-2-4-Right—Away uniform

0-1-4-Right—Home uniform

3-0-0-Right—Big heads

5-4-3-Left—Tiny players

3-3-0-Left—Tiny heads

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. You'll be asked if you'd like to create a new player like the one that already exists in the database. Press X and you'll find that all of the stats and information will be already filled in. Many of these players have better attributes than you would be provided normally by just creating any new player.

ED BELFOUR

ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINS
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

ONI

Cheat Codes

At any time during gameplay, press SELECT to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press SELECT again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The L3 and R3 buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—L2, L1, L2, □, O, □, R3, L3, R3, O

Infinite current ammunition—L2, L1, L2, □, O, □, L3, R1, L3, R1, L1, L3

Skip current stage—L2, L1, L2, □, O, □, L3, R3, L2, L1

Refill ballistic ammo, energy cells and hypo sprays—L2, L1, L2, □, O, □, O, □, O, □, R3

Phase cloak—L2, L1, L2, □, O, □, L1, R3, L2, L3

Knock enemies down with one punch or kick—L2, L1, L2, □, O, □, R3, L3, O, □

Kill enemies with one punch or kick—L2, L1, L2, □, O, □, L3, R3, O, □

Big head—L2, L1, L2, □, O, □, START, □, O, □, START

Tiny body—L2, L1, L2, □, O, □, L3, R3, □, O, □

Giant body—L2, L1, L2, □, O, □, R3, □, O, □, L3

Transform into a different character—L2, L1, L2, □, O, □, L2, L2, L2, L2 (continue to press L2 repeatedly to change into many different characters)

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold L1 + R1 + R2 + SELECT and press X, O, □, △, X, O, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian." Now hold L1 + R1 and quickly press L2, R2, L2, R2, L2, R2. If you entered the code correctly, a new "Bonus Levels" menu will appear.

Secret Cheat Menu

At any time during gameplay, press START to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold L1 + R1 and quickly press L2, R2, L2, R2, L2, R2. If you entered the code correctly, a new "Menu Cheat" menu will appear.

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—L1, R1, R2, □, O

Unlock all vehicles—L1, L2, R1, R2, □, O

Unlock next Championship—L1, R1, R2, L2

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code; if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. Press the □ button to cycle through each fighter's different outfits.

Faster gameplay—Press Right, Right, Up, Down, Right, then R1 four times, then R2. Hyper speed mode—Press Left, Left, Down, Up, Down, Right, Right, then R1 19 times, then R2.

Christmas boxing ring—Press Right, Up, Down, Down, Down, then R1 eight times, then R2.

Thanksgiving boxing ring—Press Right, Up, Down, Down, Down, then R1 seven times, then R2.

Halloween boxing ring—Press Right, Up, Down, Down, Down, then R1 six times, then R2.

Independence Day boxing ring—Press Right, Up, Down, Down, Down, then R1 five times, then R2.

Easter boxing ring—Press Right, Up, Down, Down, Down, then R1 four times, then R2.

St. Patrick's Day boxing ring—Press Right, Up, Down, Down, R1, R1, R2.

Valentine's Day boxing ring—Press Right, Up, Down, Down, Down, R1, R1, R2.

New Year's Day boxing ring—Press Right, Up, Down, Down, Down, R1, R2.

See the Ending—Press Right, Right, Right, Down, R1, R2, then exit to the main menu if you're not already there.

Championship fight vs. Rumbleman—Press R2, Down, Right, Up, Left, then R1 six times, then R2, then R1, R1, R2.

Zombie boxer—Press Left, Up, Right, Down, R1, R1, R2.

Big gloves—Left, Right, Up, Down, R1, R2.

Extra fat boxer—Press Right, Right, Up, Down, Right, R1, R1, R2.

Extra thin boxer—Press Right, Right, Up, Down, Right, R1, R2.

Extra camera angles—Press R1 20 times, then R2, then R1, then R2, then R1 21 times, then R2, then R1 18 times, then R2, then R1 nine times, then R2, then R1 14 times, then R2, then R1 five times, then R2, Left, Right, Up, Down, R2. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press START to pause; you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:

- Level 1—R1, R2, Down, Up, Up, Left, R1, R1, R2
- Level 2—R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R2
- Level 3—R2, R1, R1, R2, R1, R2, R1, R1, R1, R2, Left, Right, Up, Down

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either L1 or R1 to cycle through various effects that alter the appearance of the screen.

Analog Brake/Accel/Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold SELECT for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press SELECT again to turn the display back off.

RUMBLE RACING

Secret Passwords

At the main menu, select "Game Options," then move the cursor to "Load and Save," press Right, then press X. Next, enter any of the following passwords at the screen that appears:

Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus

Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak and The Banger

1 A R E X T 1 A R—Unlock Vortex (Rookie)

N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)

C D A A P T N I A—Unlock Interceptor (Rookie)

A B O G O B O G A—Unlock Road Trip (Rookie)

T H T O R H R O T—Unlock Thor (Rookie)

K C E R O C T E K—Unlock Redneck Rocket (Rookie)

V T Y A N I Y T T—Unlock Van Itty (Rookie)
B S U I G A S U M—Unlock Gamecus (Rookie)
O P S R T I S U C—Unlock Sporticus (Rookie)
U B T C K S T O H—Unlock Buckshot (Rookie)
A M H B R A A M H—Unlock Stinger (Rookie)
H G I R O L R E L—Unlock High Roller (Rookie)
P T O A T R T O I—Unlock Revolution (Rookie)
T L A C O B T L A—Unlock Cobalt (Rookie)

SILENT SCOPE

Secret Codes

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.

No crosshairs—Right, Right, Right, □

Heart-shaped scope—Left, Right, Right, □

No scope at all—Right, Down, Right, □, Right, Down, Right, □

Rest of the screen turns black when looking through the scope—Down, □, Up, □, □, Down, Right, Down, Right, □

Same as the previous code, but the scope is on by default—Up, Up, Up, Down, Down, Down, Down

No targeting arrows or graphics—Right, Right, Right, Right, Left, Down, Up, Right

Rotate the screen 180° about the vertical axis—Left, Left, Right, □, Down, Down, Up, □, Up, Right, Down, Up, Left, Down, □

All targets are invisible—Right, Down, Right, □, Up, □, □, □, Down, Right, Down, Right, □, □

In-Game Codes

At any time during gameplay, press START to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.

-5 seconds, +1/2 Life—△, X, Right, Left, Right, Left, □, X, Right, Left, Right, Left, Down, □, Up

+5 seconds, -1/2 Life—Up, Up, Down, Down, Left, Right, Left, Right, □, X

SILPHED: THE LOST PLANET

Start With All Weapons

At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you.

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press START again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease; you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity; watch them float away!

Invisibility—R1, L1, L1, R2, L1, L1, L2

Speed up—R1, L1, L2, R2, Right, Right, Right

Speed down—R2, L2, L1, R1, Left, Left, Left

Real world gravity—L1, R1, L1, R2, R2

Wizard of Oz Mode—R1, R2, R1, R2, Up, Up, Up

SSX

Secret Codes

At the "Select Mode" screen, press □ to enter the options screen. For all of the codes below, you must hold L1 + R1 + L2 + R2 while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—Down, Left, Up, Right, X, O, □, □

Maximum attributes for all characters—X, X, X, X, X, X, □

Running Mode—□, △, O, X, □, □, O, X

Read all hints—O, X, O, X, O, X, O, X

STAR WARS STARFIGHTER

Secret Codes

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.

O V E R S E E R—Unlock all regular missions

A N D R E W—Unlock two-player missions

B L U E N S F—Unlock Experimental N-1

M I N I M E—Invincibility

N O H U D—Remove HUD during game play

D I R E C T O R—Director camera mode

J A R J A R—Reverse flying controls

J A M E Z—View "My day at work" slideshow
W O Z—View "Merry Christmas" video
S I M O N—View staff image
T E A M—View more staff images
L T D G D—View secret message
H E R O E S—View artwork slideshow
S H I P S—View another art slideshow
P L A N E T S—View yet another art slideshow
C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the codes require you to press the X button at the message screen to activate the code; others will take effect immediately. To disable a code, just enter it again. Note: If you can't get one of the codes to work, press START and enter the code again.

□, O, □, □—Play as Boba Fett

□, O, □, □—Race in a Trade Federation AAT

L 1, R 1, L 2, R 2—All characters are kaudus

Up, Right, Down, Left, SELECT—All characters are shaaks

L 2, L 2, L 2, □, SELECT—Backward Facing Mode

L 1, R 1, R 2, □, SELECT—Infinite Boost Mode

Down, SELECT, Up, SELECT, Left, Right, Right, SELECT—Grrl Power (Queen Amidala gets powered up)

L 1, L 1, L 1, R 2, □—Super Speedy Mode (all players become tiny and very fast)

Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)

Up, Left, Down, Right, Left, Up, Down, Right—Super Spinning Mode (racers flip over continuously)

Left, Right, □, O, L 1, L 2—Slip 'N Slide Mode

(racers slide around and are harder to control)

R 1, R 1, R 1, Up, Left—All Death Star Mode

(all racers receive Darth Vader's special attack with every Frontal Gadget)

□, O, □, O, □, L 2, SELECT—Super Honk Mode

(levitate nearby opponents by honking)

L 1, R 1, SELECT, □—Space Freighter arena unlocked

Language Select

Enter any of the following codes at the main menu screen to change the in-game text to any of six different languages. The "Jawa" and "Battle Droid" codes will also change all of the characters' voices. As with the cheat codes above, if you can't get a code to register, just press START and try it again.

SELECT, SELECT, SELECT, L1—German

SELECT, SELECT, SELECT, L2—Italian

SELECT, SELECT, SELECT, R1—Spanish

SELECT, SELECT, SELECT, R2—French

SELECT, SELECT, SELECT, □—Jawa

SELECT, SELECT, SELECT, SELECT, O—English

SUPER BUST-A-MOVE

Secret Codes

Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly. The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode.

Another World—△, Left, Right, □

Secret Characters—□, Right, Left, □

SWING AWAY GOLF

Secret Codes

Enter either of the following codes at the main menu; you'll hear a special sound effect after entering a code correctly.

Unlock three additional golfers—L2, R2, L2, R2, Up, Right, Down, Left, L1, R1

Alternate in-game sound effects—Left, □, Up, □, Down, O, Left, □, L1, R1

THEME PARK ROLLER COASTER

Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not: At any time during gameplay, press Up, Down, Up, Down, Left, Up, Down, Right, Repeat this sequence nine times in total.

Everything Free

This code will make every item you buy cost nothing: At any time in the middle of gameplay, press Left, Down, X, O. Repeat this sequence nine times in total.

255 Golden Tickets + All Roller Coaster Awards

This code will effectively give you an unlimited number of Gold Tickets: At any time in the middle of gameplay, press Up, Down, Left, Right, O, Right, Left, Down, Up, O. Repeat this sequence five times in total.

TOKYO EXTREME RACER ZERO

Analyze Meter

At any time during gameplay, press START to enter the pause menu. Next, move the cursor to "Return To Base," then hold □ and press Down. The cursor will automatically move to a hidden parameter, "Analyze." Turn this option on and various gauges will appear on the screen to analyze your performance.

TWISTED METAL: BLACK

Secret Codes

At any time during gameplay, hold L1 + R1 + L2 + R2 and quickly enter any of the codes below. You'll see a special message appear after entering each code.

Up, X, Left, O—God Mode

Right, Left, Down, Up—Invulnerable

△, X, □, O—Exchange weapons for health

X, X, Up—Killer Weapons

X, X, □—Mega Guns

WARJETZ

Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes.

S P R L Z Y—Super Cheats

T W L V C H T S—All Cheats

J M P T T—Level Select

D N G D M—Invulnerable

M R R M R—Thick Armor

Z P P Y—Fast Planes

H M M R—Bigger Guns

Q D—Biggest Guns

F R H S—Rapid Fire

N S T N T—Speed Shots

N D B M B S—Dual Fire

D Z Z Y—Spin Shots

S C R W—Shields on Roll

D H—Top Gun

V R L R D S—Overlords Mode

W N R L F S T—Valhalla Mode

S N K Y—Ghost Mode

T W F S T D—Double Bux

W N N N G S—Extra 10 Bux

P Y R S—Weapon Up at 3

N D C S N—Switch Planes

S M S H N G—Plane Wins

B X D R W—Show Boxes

W Y P N T—Show Waypoints

G R T D—Every Movie

WILD WILD RACING

Unlock Secret Options

From the main menu, select "Options." Next, hold □ and press Up, O, Down, O, Left, Right, Left, Right, O. A new "Secret" menu item will appear at the bottom of the Options menu.

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code above. Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly. Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes

Enter any of the following codes quickly at the title screen:

Unlock All Characters in Versus Mode—Press Up, Down, Down, Right, Right, Left, Left, Left, Left, Left, then hold O and press START.

Unlock "T" option—Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then hold □ and press START.

Unlock "Max Power" option—Press L1, R2, L2, R2, □, O, □, □. Next, hold L1 and press START.

Unlock "Sudden Death" option—Press L2, R2, L2, R2, □, O, □, □. Next, hold L1 and press START.

X SQUAD

Ultimate Code

At the title screen, press O, O, O, O, □, □, □, □. A graphic will appear to confirm. Next, select "New Game." You'll start with all of the game's weapons and tons of items.

ZONE OF THE ENDERS

Versus Mode

At the title screen, press O, X, Right, Left, Right, Left, Down, Up. You'll hear a special sound effect after entering it correctly. A new item called "Versus" will now appear at the main menu.

Exchange Level for Health and Ammo

At any time during gameplay, press START to pause, then press L1, L1, L2, L2, L1, R1, L1, R1, R2, R2. Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv1 already, the code will not work.



Playstation

007 RACING

Secret Vehicle

At the title screen, press L1, R1, △, ○, X. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

In-Game Cheat Requirements

Below you can find some requirements on how to unlock the cheats that can be accessed within the "Cheats" menu under the main menu.

"Gimme a Brake" Mission—Knock out all 11 fire hydrants and complete the mission.

"Ambush" Mission—Complete the mission with at least 85% health intact.

"Survive the Jungle" Mission—Disable all three tanks and complete the mission.

"Air Strike" Mission—Don't enter any tents that don't contain power-ups and complete the mission.

"Escape" Mission—Complete the mission with 100% score.

"Break Out" Mission—Complete the mission with 100% health intact.

"River Race" Mission—Collect all Nitro and TSP-6060 items and complete the mission.

"Download" Mission—Complete the mission with a perfect score.

"Submerged" Mission—Complete the mission with 100% health.

3XTREME

Cheat Codes

At the main menu, highlight "memory card" and press Right or Left to access the "codes" option. Now you can enter any of the following codes to access special features:

t r i x x y—Unlock all courses in Freestyle mode

v o u y e u r—Unlock all courses in Exhibition mode

a s t r o m e n e—Unlock three alien characters

w h i t e l i n e—Unlock white car

r e d l i n e—Unlock red car

b l u e l i n e—Unlock blue car

l u g n u t u—Unlock Lug Nut (like Frankenstein)

d o m i n i q u e—Unlock Dominique (like Bride of Frankenstein)

t p—Unlock TP (mummy)

ADVANCED DUNGEONS & DRAGONS

IRON & BLOOD

WARRIORS OF RAVENLOFT

Boss Codes

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos—Hold L1 + L2 + R1 + R2 + Up and press X

The Lord of Chaos—Press Up, Down, then roll the D-pad from Up to the Down/Left position and press △ + X simultaneously. (The movement should look like this: ↑ ↓ ↖ ↙ ↖ ↙ + X) The Avatar of Order—Hold Left and press L1, then press Right + O simultaneously

Count Strand von Zarovich—Press Up, then roll the D-pad from Right to Down, then press Left, R1, R2, L1, L1

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold L2 or R2 and press Left, Up, Up, △, Right, □, Left, △, Up, Down, Right, Right. This gives you access to the level select menu.

Invincibility

Pause the game, then hold L2 or R2 and press Right, Right, Left, △, X, Up, O, Left.

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold L2 or R2 and press Left, △, Left, Left, O, Left, △, Right, □, Up, Up, Down

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970—R1, R1, Right, Right

Die Mannschaft—R2, R2, R2, Right, Right

England 1966—L1, L1, L1, Right, Right

All Time—L2, L2, L2, Right, Right

Aus Asia Stars—R1, Up, Up, Right, Right

Africa Stars—R2, Up, Up, Right, Right

Orange—L1, Up, Up, Right, Right

Azzuri—L2, Up, Up, Right, Right

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—○, Left, Right, □, Up, R2

Unlock "Research" menu item—□, Up, Down, ○, Left, R1

APOCALYPSE

Cheat Codes

At any time during the game, press START to pause, then enter any of the following codes:

Invincibility—Hold L1, press Down, Up, Left, Left, △, Up, Right, Down

All Weapons—Hold L1, press □, ○, Up, Down, X, □

Infinate Lives—Hold L1, press △, ○, X, □

Restore Health—Hold L1, press X, △, ○

See Programmers' Debug Info—Hold L1, press Down, Down, △

Stage Select—Hold L1, press △, Up, X, Down (this code adds a stage-select option to the "Paused" menu as well as the main menu)

ARMY MEN: AIR ATTACK

Passwords

Unlock all Copilots—Up, Down, Up, Down, Up, Down, Up

Unlock bonus ending cinematic—□, Down, X, Down, Right, Right, Up, Up

Mission 2—X, Down, Left, Left, □, ○, ○, Right

Mission 4—Down, Down, □, □, Left, Right, ○, X

Mission 5—Right, Right, X, ○, Down, Up, Up, Up

Mission 7—○, X, △, △, Left, Up, Right

Mission 8—Right, Down, Left, Up, □, Down, Up, Up

Mission 9—○, ○, Right, Up, Right, Up, X, X

Mission 10—X, Down, Down, Down, Down, X, Left, Right

Mission 11—△, Up, ○, Down, □, Left, X, Right

Mission 12—Up, △, Left, Left, ○, ○

Mission 14 (2-player)—Left, Down, Left, Down, □, ○, ○

Mission 15—□, Right, Left, ○, ○, Up, Down, □

Mission 16—Down, Up, Down, Up, □, ○, ○

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then "Password." Next, enter △, X, Down, Left, Right, X, ○, □ as your password. You'll now be able to select from any of the 22 missions in the game.

ARMY MEN: SARGE'S HEROES

Unlock All Levels

At the main menu, hold L1 + R1 + □ and press Up, Down, Left, Right. After entering the code correctly, you'll hear a special sound effect.

All Weapons & Infinite Ammo

At any time during gameplay, press START to pause, then press □, ○, L1, R1. Next, you must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

ARMY MEN: SARGE'S HEROES 2

Invincibility

At any point during gameplay, press START to pause the game, then press □, ○, L1, R1. Next, press START to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo

At any point during gameplay, press START to pause the game, then press □, ○, L1, R1. Next, press START to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ASSAULT RIGS

Access All Weapons

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the

action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press Left, X, Left, X, Left, X, Right, X, Right, X, A message will appear on the screen that says, "Invincible! Yes indeed!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

AUTO DESTRUCT

Cheat Menu

At the main menu, press Up, Down, Left, Right, Down, Right, L1, R1, R1. Begin a new game and press the START button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitratos—L1, ○, Down, L1, Up, □, ○, R1
Extra Money—L1, R1, Up, ○, Down, □, Right, R1, L1

Add One Minute to Time—Down, L1, L1, ○, ○, R1, Up, □, L1

Invincibility—L1, L1, L1, L1, Left, ○, ○, □, L1
Infinite Fuel—L1, ○, Left, L1, ○, R1, L1, Up, R1, Down

Car Tune-Up Menu—L1, R1, L1, Up, Down, ○, Down, Right, Left, □, R1

Blood Mode—L1, Down, R1, Left, L1, Right, R1

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—Up, R1, Down, L1, Up, Left, R1, Right, L1

Mission Select—Up, Down, ○, L1, R1, L1, Up, Down, Up

Next Mission (jump to next mission from the cheat menu)—□, ○, R1, L1, ○, Down, L1, Up, All Time Trials Available—R1, L1, ○, Left, ○, ○, Left, L1, ○

Car Select (After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press Left, R1, Right, R1, Left, R1, Right, R1. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.)

BALLBLAZER CHAMPIONS

Special Passwords

Choose "LoadSave" from the Options menu, then select "Enter Passcode" and input one of the following passwords:

• Shrink the Rotofoil

×○×○×○

××××××

××△×△××

×△×△×△

×○○○○○×

• Upside-down playfield

×○○○○○×

○×○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○○○○○○

○○○



Cheat Codes

While in the game, press **START** and enter the map screen. Press **SELECT** to access the options menu; highlight the "Volume Sound FX" option and enter any of the following codes. You must select "Quit" after you enter these codes; the game will not quit if the codes are entered correctly:

Reload Shield—**SELECT, O, X**
 Complete current mission—**O, □, O, X, SELECT, X, SELECT**
 Turn blue player to black—**□, SELECT, O, X, X, O, SELECT, □**
 Reload Weapon 0—**□, O, SELECT, X, SELECT, X, O, □**
 Reload Weapon 1—**O, X, SELECT, □, O, X, SELECT, □**
 Reload Weapon 2—**□, SELECT, □, O, □, SELECT, X**
 Power-up Weapon 0—**O, O, O, X, X, X, O, SELECT**
 Power-up Weapon 1—**□, □, O, X, O, X**
 Power-up Weapon 2—**□, O, □, SELECT, X, □, O**
 Add 200 points to the player—**O, □, O, X, SELECT, □, X**
 Invincibility—**O, O, SELECT, SELECT, O, SELECT, X, □**
 Super Jump—**O, O, O, □, X, SELECT, □, X, O**
 Maximum Shield—**X, X, SELECT, O, O, SELECT, □, □, SELECT**

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press **X** again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code.
 Start with \$1,000,000—**B I G S C O R E**
 Start with all weapons and 99 ammo—**N A V A R O N E**
 Start with x5 Multiplier—**H I G H F I V E**
 No Police—**L O S E F E D S**
 Display Coordinates—**W U G L E S**
 Area Select—**I T S A L L U P**
 Start with unlimited health—**L I V E L O N G**
 Start with maximum Wanted Level—**D E S I R E S**

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold **□ + R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.

Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selected in the Versus and Training modes.

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

Mirror Courses

At the Course Select screen, highlight a course, hold **L1 + L2**, press **X** to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course.

Mirror Characters

At the Character Select menu, highlight a golfer, hold **L1** and press **X**. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT SHOTS GOLF 2

Unlock Everything

From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses unlocked!

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:
 Unlimited Turbos—**R2, L1, □, □, L1, R2, L1, R2**
 Small cars—**□, R2, L2, □, □, L2, R2, □**
 Large tires—**□, □, □, □, R1, L1, R2, L2**

No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**

Alternate sound effects + announcer—**R2, R1, L2, R2, □, □, L1, R1**

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

INCREDIBLE CRISIS

Two-Player Fun

At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways:

Hold Right or Left—Skinny player
 Hold Up or Down—Big head player
 Press **□**—Whistle sound effect
 Press **□**—Boo" sound effect
 Press **△**—Bicycle horn sound effect
 Press **○**—Drum hit sound effect

INDEPENDENCE DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F"). Now return to the main menu (the one that says "Single/Player/Multiplayer/Options") and press **Left, Right, □, O, □, □, Down**. A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

- City—Use this to warp to any stage.
- Plane—Choose any craft; "BAC" is the alien spaceship.
- Invincible—Turn this option on and you'll take no damage.
- Kill Civil—You can lock on to non-enemy objects and blow them up.
- Kill Wing—You can lock on to your wingmen and shoot them down.
- Damage Bonus—You can kill enemies with just one missile.
- Tourist—Turn this on to remove all aliens.
- Weapons—Turning this option on will give you infinite missiles.
- Fast Reload—This allows you to fire missiles more quickly.
- Demo Cam—You can't play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace.
- No Time—Turn this option on to disable the timer.

INTELLIGENT QUBE

Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press **X**. Instead of watching a non-interactive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

IRRITATING STICK

Extra Lives

To start with seven lives instead of the usual three, enter the following code: At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press **X**. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMMASTER

Unlock All Levels

At the main title screen—while the words "PRESS START button" are flashing—press **L2, □, O, X, R2, R2**; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.

All Dragons Collected

At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2, □, X, X**; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.

Secret Video

At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right, R1, O, □, □, □, □**; the words "Bonus Movie PRESS X" will appear. Press **X** to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

JET MOTO

Secret Codes

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press **○, O, O, □, □, □, □, □, □**. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:

2 Player vs. CPU—**○, □, R2, O, □, L2, Right, Up**

Double Stunt Points—**Right, Up, O, L2, □, O, R1, R2**

Unlimited Turbos—**△, O, Right, R2, Up, □, Up, □**

Rocket Racer—**△, Up, Up, L2, Up, Up, Up**

Multiple Camera Angles—**△, Down, □, □, L1, L1, R1, R1**

No Resistance—**□, L1, □, Right, L1, Down, R2, □**

Super Ability—**Down, O, Left, L1, Left, Right, Left, Right**

Air Brakes—**R1, R2, Right, L2, Up, O, Up, O**

Ice Racing—**Up, R2, R1, Right, L1, □, Right, Right**

Access All Tracks

At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**; when the yellow highlight appears on the menu at the bottom of the title screen, press **Up, Up, Right, Down, Left, Up, Right, Down, Left, Next**. Then, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again; when the main menu reappears, press **Up, Left, Down, Right, Up, Left, Down, Right**. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2

Access All Tracks

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the **X** button; if you exit the Options screen by pressing the **△** button, your changes will not be retained and the codes won't work.

To access all of the tracks—including the alternate tracks—follow these steps:

1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".

2) Choose "1 Player" at the main menu; highlight L1/Dave, press **X**, then press **△** until you get back to the main menu.

3) At the main menu, quickly press **Up, Down, Left, Right, R2, R1, L2, L1**; you won't get any confirmation of this code.

4) Return to the Options menu and set the Laps Per Race to "3".

5) Choose "1 Player" at the main menu; highlight Wild Ride, press **X**, then press **△** until you get back to the main menu.

6) At the main menu, quickly press **Up, Left, Down, Right, □, R2, O, L2**; you will hear a signal to confirm this code.

7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".

8) Choose "1 Player" at the main menu; highlight Bomber, press **X**, then press **△** until you get back to the main menu.

9) At the main menu, quickly press **Up, Down, Left, Right, Up, Down, Left, Right**; you won't get any confirmation of this code.

10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".

11) At the main menu, quickly press **R2, R1, L1, L2, R2, R1, L2, L1, L2**; you will hear a signal to confirm this code. Now you can access all of the tracks.

Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left, □**.

Down, □, Right, O, L1, R1; you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters or enable cheats:
K N U C K S—Unlock Ashy Knucks
S A N D E R S—Unlock Barry Sanders
G I A M B I—Unlock Jason Giambi
S E A U—Unlock Junior Seau
N O L A N—Unlock Owen Nolan
F R A N C I S—Unlock Steve Francis
B A B Y—Unlock Baby
B U L L D O G—Unlock Bulldog
C L O W N—Unlock Clown
E Y E—Unlock Cyclops
G O R E—Unlock Gorilla
1 0 0 %—Max out boxer stats
T H R O B B I N G—Throbbing boxer
I N V I C I B L E—Invincible boxer
D O U B L E D A M A G E—Double damage against opponents
B A W—Black and white mode
S E P I A—Sepia Tone mode
N A L U—Picture of a baby appears in the corner of the screen during match
R E S E T P A S S—Disables all cheats

LEGACY OF KAIN: SOUL REAVER

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You'll hear a special sound effect to confirm each code; codes will take effect as soon as you unpause the game. Restore Health—Hold **L1**, press **Down, O, Up, Left, Up**
 Lose Health—Hold **L1**, press **Left, O, Up, Down**
 Max Health—Hold **L1**, press **Right, O, Down, Up**
 Restore Magic—Hold **L1**, press **Right, Right, □, Right, Down**
 Max Magic—Hold **L1**, press **△, Right, Down, Right, Up, □, Left**
 All Abilities—Hold **L1**, press **Up, Up, Down, Right, Left, O, Right, Left, Down**
 Fire Reaver—Hold **L1**, press **△, Right, Down, O, Up**
 Aerial Reaver—Hold **L1**, press **□, Right, Up, □, Left, Left, Right, Up**
 Kain Reaver—Hold **L1**, press **X, O, Right, □, Left, Left, Right, Up**
 Force Glyph—Hold **L1**, press **Down, Left, □, Down, Up**
 Stone Glyph—Hold **L1**, press **Down, O, Up, Left, Down, Right, Right**
 Sound Glyph—Hold **L1**, press **Right, Right, Down, O, Up, Down**
 Water Glyph—Hold **L1**, press **Down, O, Up, Down, Right**
 Fire Glyph—Hold **L1**, press **Up, Up, Right, □, L2, Right**
 Sunlight Glyph—Hold **L1**, press **Left, O, Right, Up, Up, Left**

LOONEY TUNES RACING

Unlock Characters & Courses

Enter any of the following codes at the main menu to unlock the corresponding character or course. You'll hear a special sound effect after entering a correct code.
 Foghorn Leghorn—**Right, Right, R2, □, □, SELE**
 Pepe Le Pew—**Left, Right, R1, O, □, SELECT**
 Yosemite Sam—**Left, Right, R2, □, O, SELECT**
 Sylvester—**Left, Left, L1, □, L1, R1, SELECT**
 Rocky—**△, Left, R2, O, O, SELECT**
 Granny—**○, □, L1, R1, SELECT**
 Gossamer—**△, O, R2, R1, □, SELECT**
 Duck Dodgers—**□, □, □, O, SELECT**
 Evil Scientist—**□, O, L2, R2, □, SELECT**
 Smokey The Genie—**□, L1, R1, □, O, SELECT**
 Hector—**△, L2, L1, □, □, SELECT**
 Planet Y—**Right, Left, □, L2, L1, SELECT**
 Wackyland—**L1, □, □, R2, □, SELECT**
 Hidden Game
 Put the "Making of Lunar" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right, □, START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.
 View All FMV Scenes
 After entering the "Hidden Game" code above, open the PlayStation and replace the "Making of Lunar" CD with either of the two game discs. Now select "Exit" from the mini-game menu; you'll see all of the FMV scenes on the disc you've loaded.



- Free Shield with Every Glitch pick-up—Down, R1, Left, Right, Down, L2, R2, Left, Right, Up
- Full Glitch Energy—Right, L1, Up, Right, Down, L1, R1, Up, Down, Left
- Play as Enzo—Up, Left, Down, Left, Down, L1, R1, Right, Down, Right
- Play as Dot Matrix—Left, R1, Right, Up, Down, R2, L1, Right, Up, Down

RED ASPHALT

Infinite Armor

During the game, press START to pause, then hold R1 + R2 and press Up, Left, Right, Down, Δ, □, O, X.

Infinite Weapons (Offensive & Defensive)

During the game, press START to pause, then hold R1 + R2 and press Left, Up, Right, Down, □, Δ, O, X.

Infinite Nitros

During the game, press START to pause, then hold R1 + R2 and press Down, Down, Down, O, O, O.

Boss Cars

At the main menu, press and hold L2, then press Left, Right, Down, Up, □, O, X, △. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

Unlimited Cash

At the main menu, press and hold L2 + R2, then press Left, Left, Right, Right, □, O, O, O. Your cash total won't change, but you can buy anything for free.

RESIDENT EVIL

Rocket Launcher

If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RESIDENT EVIL: DIRECTOR'S CUT

Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold Right on the D-pad for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

RESIDENT EVIL 2 PREVIEW (DEMO DISC)

"Rookie" Mode

Highlight "New Game" at the main menu and hold Right on the D-pad for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

RESIDENT EVIL 2

Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original Resident Evil.

Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original Resident Evil. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll

get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you will get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

RESIDENT EVIL 2 (DUAL SHOCK VERSION)

Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be rated as usual and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle mode. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original Resident Evil 2, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

RIDGE RACER REVOLUTION

Extra Cars

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Buggy Mode

If you earn a "perfect" in the Galaga '88 loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the Galaga '88 game, press and hold Down + L1 + SELECT + △ + R1; all of the enemy ships will be automatically destroyed with exactly one shot each.

Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

Novice—13th Racing Car

Intermediate—13th Racing Kid

Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

Spinning Mode

Choose "Time Trial," then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

ROBOTRON X

Instant Power-Ups

At any time during the game—not while paused—you can make power-up items ap-

pear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller; if you're using another configuration just remember that △ means Fire Up, □ is Fire Left, ○ is Fire Right and × is Fire Down.

Shield—Down, Left, □, O

Two-Way Weapon—Up, △, Up, △

Three-Way Weapon—Right, Right, □, X

Four-Way Weapon—Down, Down, Up, □

Pulse Wave—Up, □, Down, Right, □

Speed Up—Left, Right, Right, □

Flamethrower Weapon—Down, Right, Down, Right, □

lock all Combat tracks

WELL.IF.I.FAINT.THEM.PESKY.KIDS—Unlock ADT Best Lap Cars

IS.IT.COLD.IN.HERE.OR.IS.IT.ME.?—Unlock Demolition

I.AM.THE.MIRROR.MAN,_OOOOOOOOOO!—Unlock Mirror Mode

LOOK.OUT.I.TS.ANDY.GREEN—Unlock Mega Speed

IM.OBVIOUSLY.SICK.AS.A.PARROT...—Unlock Rubble Soccer

HERE.TODAY,_GONE.,LATE.AFTERNOON—Unlock Survivor Mode

PURSUIT.A.SUIT.MADE.FROM.CATS—Unlock Pursuit Mode

RUSH HOUR

Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—Up, Left, Right, X, O, □

Bonus Track—X, Up, △, Down, R1, L1

Reverse Tracks option at Track Select screen + "Reverse Championship" option—Left, □, R1, O, L1, Down

Access "Super Championship" race mode—Right, □, Left, O, Up, X

RUSHDOWN

Unlock All Tracks

At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, □, O, □, O. Now all of the tracks will be available when you select Arcade Mode.

SAMMY SOSA HIGH HEAT BASEBALL 2001

Secret Codes

Enter the following codes at the "Stadium Select" screen. You'll hear a special sound effect after entering a correct code.

3DO clouds—L2, R2, L2, R2, □, □

Flying objects in the sky—R2, L2, □, L1, R1, □

SAMMY SOSA SOFTBALL SLAM

Secret Codes

At any time during gameplay, press START to pause, then enter any of the codes below. Each code will take effect as soon as you press START again to unpause the game.

Big Softball—R1, R2, R1, R2, R1, R2

Ball Cannon—L1, L2, L1, L2, L1, L2

SAN FRANCISCO RUSH

Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

• Hold △ to race in a U.F.O.

• Hold L1 to race in a pick-up truck

• Hold R1 to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

S.C.A.R.S.

Ultimate Password

Choose "Options" at the Game Select menu, then select "Settings" and use the L1 and R1 buttons to change the Password option to "A LL V ID". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

THE SIMPSONS WRESTLING

Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

• Chess pattern background—L1, O, Left, Right, L2, Left, R2, R2

• Enable motion blur—Right, O, L2, □, R1, O, □

• Extra 30,000 points—Up, Down, L2, R1, □, X, △ (works only once per level)

• Temporary invincibility—Right, Down, L1, R2, R1, O, □, □

• 30 extra seconds in Time Trial mode—O, L1, □, □, O, X, △, Down (works only once per level)

• Warp to bonus stage—Up, □, L2, L1, L2, □, X

• Clear screen in bonus stage—Right, O, □, L1, □, O, O, □

ROLLAGE STAGE II

Secret Passwords

From the main menu, select "Password." Then, select "Enter a Password." At the next screen that appears, enter any of the password words.

MASTERS IS AS HARD AS NAILS MON!—Harder Masters campaign

I.WANT.IT.ALL.AND.I.WANT.IT.NOW!—Unlock everything

YOU.HAVE.A.LOTA.EXPLDING.TO.DO—Un-

lock all Combat tracks

WELL.I.FAINT.THEM.PESKY.KIDS—Unlock ADT Best Lap Cars

IS.IT.COLD.IN.HERE.OR.IS.IT.ME.?—Unlock Demolition

I.AM.THE.MIRROR.MAN,_OOOOOOOOOO!—Unlock Mirror Mode

LOOK.OUT.I.TS.ANDY.GREEN—Unlock Mega Speed

IM.OBVIOUSLY.SICK.AS.A.PARROT...—Unlock Rubble Soccer

HERE.TODAY,_GONE.,LATE.AFTERNOON—Unlock Survivor Mode

PURSUIT.A.SUIT.MADE.FROM.CATS—Unlock Pursuit Mode



Unlock Crusher—Down, R1, Right, R1, L1
Unlock Moon Buggy—START, △, Right, L1, START
Unlock RC Car—Up, Down, Left, START, Right
Unlock Super Auger—Left, O, △, Right, Down
Unlock Super Axel—Up, Right, Down, Up, L1
Unlock Super Thumper—O, △, START, O, Left
Unlock Super Slammer—Right, L1, START, O, START
All items are Napalms—Right, Left, R1, Right, O
Unlimited special weapons—△, L1, Down, △, Up
CPU attacks only you—Right, △, Right, △, L1

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters

From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.

O C T A G O N—Unlock Ulti Man
C I R C L E—Unlock Sumo Wrestler
S T R E E T—Unlock Street Fighter
M A T—Unlock Amateur Wrestler

More Secret Characters

To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."

B i g J o h n—Unlock John McCarthy
S m i l e—Unlock Card Girl
M a s k—Unlock Pro-Wrestler
S a s u k e—Unlock Ninja Fighter
K u n g f u—Unlock Kung-Fu Fighter
C h o p—Unlock Karate Fighter
P u n c h—Unlock Freestyle Boxer

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold R1 + L1 + SELECT and press START. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.

Extra Weapons

At any time during gameplay, hold down □ + O + △ + X and press Right. Each time you do this, weapons will appear around you to pick up.

VIGILANTE 8

Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press O to call up the password menu, then enter any of the following cheat codes:

W M N N W L H T S C U C L H—Unlock all secret characters and levels
M O N S T E R _ W H E E L S—Wheels are double size

S A M E _ C H A R A C T E R—In two-player mode, both characters can use the same vehicle
R E D U C E _ G R A V I T Y—Less gravity
G O _ S I G H T S E E I N G—No enemies in Arcade mode

I _ W I L L _ N O T _ D I E—Invincibility

H A R D E S T _ O F _ A L L—More difficult enemies
D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE

Cheat Codes

From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press L1 + R1 at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press X again immediately after entering the code.

Faster firing rate—RAPID_FIRE

Slower gameplay—GO_SLOW_MO

Higher suspensions—JACK_IT_UP

Faster cars—MORE_SPEED

Heavier cars—GO_RAMMING

Quick start in Arcade Mode—QUICK_PLAY

Play alone in Arcade Mode—HOME_ALONE

No gravity—NO_GRAVITY

Big wheels—GO_MONSTER

Watch all endings—LONG_MOVIE

No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS
Unlock Original Vigilante 8 Levels
At any time during gameplay, press START to pause the game. Press the OPEN button on the PlayStation console and replace the Vigilante 8: 2nd Offense game disc with the original Vigilante 8 game disc. You'll see the message "8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original Vigilante 8.

VR SPORTS POWERBOAT RACING

Secret Codes

Enter one of the following names at the "Name Entry" menu to get different effects as follows:

DEFORM—Gives the racers huge heads
LARGE—Gives the boats huge motors
COMPACT—Makes the boats super tiny
LONGONE—Makes the boats longer
SPEEDEE—Makes your boat faster
HELP.ME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed

WARJETZ

Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes. You'll see a special message after entering each one correctly.

T W L V C H T S —All Cheats

Z T J R W L D W—Super Cheats

M R C H B B—Invulnerable

C H N K Y—Half Damage

F L Y N G T N K—Thick Armor

N F C H—All Weapons

S P W—Free Ammo

S H W R M—All Planes

S T B L T—Fast Planes

W R C H S T—Lots of Bux

K C H N G—Double Bux

S W S S B N K—No WDL Tax

G V T B C K—Keep Powerups

S M K T R L—Free ECM

B M B B L L—Bomb Ball

C D D D H L R—Bomb Ball Weapons

Q P V S—Bomb Ball Opus

P N F L—Bigger Guns

Q D D M G—Biggest Guns

Z P P Y—Speed Shots

T W F R N—Dual Fire

S P N N Y—Spin Shots

F T M N—Nukes

C R N F X—Overlords Mode

S K T C H Y—Hover Mode

N P R B L M—Mega Convoy

S L R P—Vampire Mode

D V D—All Movies

G R T D—Every Movie

S N K Y—Ghost Mode

T P G N—Top Gun

WILD 9

Cheat Codes

Each of the following cheats can be entered while the game is paused:

- Red Beam—Right, Up, Left, O, Up, O, O

- Restore Energy—R1, △, L1, Left, △, O, X

- 10 Grenades—R1, X, R1, Right, □, Right, □

- 10 Missiles—X, O, R1, Right, □, X, □

- Open All Levels—Up, Left, Down, R2, Right, □, X (Exit the game after entering this code, choose "START" and select the "Continue Recent Game" option; you can access any stage at the map screen)

WIPEOUT 3

Cheat Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player," then hold R1, L1, Right, START, □ and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar."

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player," then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier class.

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player," then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the Rapier class.

WIPEOUT XL

Cheat Team

At the main menu, hold L1 + R1 + SELECT and press X, X, X, X, O, □. The Piranha team will become available at the Team menu.

Access All Tracks

At the main menu, hold L1 + R1 + SELECT and press □, O, △, O, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press □, △, □, O, O, O.)

Infinite Energy

During the game, press START to pause, then hold L1 + R1 + SELECT and press □, X, □, O, □, X, □, O.

Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press □, □, O, X, □, O.

WWF WRESTLEMANIA: THE ARCADE GAME

Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

Invincibility—X, △, R2, Up

Stop the Timer—X, △, L2, Left

Super Strength—X, △, L2, Down

Weaken Opponent—X, △, L2, Right

Cancel Active Cheats—□, O, △, X

Combo Code

At the player select menu, hold the L1 and R2 buttons and press □, X, O, △. The word "Combo" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press START on Controller 2.

X GAMES PRO BOARDER

Secret Passwords

□ X □ △ □—Unlock all normal circuits

△ □ □ □ △ O—Play as Ollie B

△ □ □ □ □ O—Unlock Super Circuit and extra boarders

X-MEN: MUTANT ACADEMY

Unlock Everything

At the main menu, quickly press SELECT, Up, L2, R1, L1, R2. You'll hear a special sound effect if you input the code correctly.

X-MEN VS. STREET FIGHTER

Cheat Options Menu

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press □, △, Right, O, L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

- Game Mode lets you use a limited version of the "tag team" option from the X-Men vs. Street Fighter arcade game. To do this, set "Game Mode" to "Original," then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

- If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.
Play as Apocalypse

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:

→ ↓ + Punch—Ground Pound

↓ → + Medium Punch—Shoulder Rockets

↓ → ↑ → Fierce Punch—Drill

↓ → ↓ → → + any button—Mace

XENA: WARRIOR PRINCESS

Invincibility

At the main menu, press Up, Up, Up, O, □, Up, Right, Left. You'll hear a special sound effect to confirm the code.

4x Sword & Armor Upgrades

At the main menu, press □, △, □, □, Up, Up, Up. You'll hear a special sound effect to confirm the code.

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold **C_▲** and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

A T E M Y B U I K—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode

P R P P A P L Y R—Players are paper-thin

G O T H E L I U M—Players' heads, feet, hands and bats are big

A B B T N C S T L O—Some players are fat, others are thin

B B T N R D S—Big baseball

G R T B L S F D S T—Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

- Players are paper-thin—Pause the game, then hold **Z** and press **C_▲**, **C_▼**, **A**, **C_□**, **A**, **C_△**, **C_□**, **C_△**

- Players' heads, feet, hands and bats are big—Pause the game, then hold **Z** and press **C_▲**, **C_▼**, **A**, **C_□**, **C_△**, **B**, **C_□**, **C_△**

- Some players are fat, others are thin—Pause the game, then hold **Z** and press **A**, **C_▲**, **C_▼**, **C_□**, **C_△**, **B**, **C_□**

- Big baseball—Pause the game, then hold **Z** and press **C_▲**, **A**, **C_▼**, **C_□**, **C_△**

- Baseball leaves a smoking trail—Pause the game, then hold **Z** and press **B**, **C_▲**, **C_▼**, **C_□**, **C_△**, **B**, **A**, **C_□**, **C_△**

ALL-STAR BASEBALL 2000

Cheat Passports

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.

B C H B L K T P T Y—Big baseball

F L Y A W A Y Y—Players fly back into the dugout when they're out

M Y E E S—Sherbet stadium

T O M T H U M B—Tiny players

W L D W L D W S T—Baseball leaves a smoking trail

W T O T L—Dark stadium

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes to get different effects:

- Big baseball—at the pause menu, hold **Z** and press **C_▲**, **A**, **C_▼**, **C_□**, **C_△**

- Baseball leaves a smoking trail—at the pause menu, hold **Z** and press **B**, **C_▲**, **C_▼**, **C_□**, **C_△**, **C_□**, **B**, **A**, **C_□**, **C_△**

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

Aluminum bats—H O L L O W B A T S

Ball trail mode—W L D W L D W S T

Big ball mode—B C H B L K T P T Y

Dark stadium—W T O T L

Foggy stadium—M Y E E S

Tiny players—T O M T H U M B

Players fly back to the dugout when they're out—F L Y A W A Y Y

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R**, **C_▲**, **Right**, **Up**, **A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

M M L V S R M—Max. Ammo

N S R L S—All weapons

D R V L L S V M M—Mini mode

T H D T S T—Display programmers' debug info on screen

P L S T R L V S V G—Play as Plastro

G R N G R L R X—Play as Viki

T N S L D R S—Play as Tin Soldier

Level Passwords

Spy Blue—T R G H T R

Bathroom—T D B W L

Riff Mission—M S T R M N

Forest—T L L T R S

Hoover Mission—S C R D C T

Thick Mission—S T P D M N

Snow Mission—B L Z Z R D

Shrap Mission—S R F P N K

Fort Plastro—G N R L M N

Scorch Mission—H T T T R N

Showdown—Z B T S R L

Sandbox—H T K T T N

Kitchen—P T S P N S

Living Room—H X M S T R

The Way Home—V R C L N

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Play as Viki—G R N G R L R X

Play as Plastro—P L S T R L V S V G

Tin Soldier—T N M N

Mini Mode—D R V L L S V M M

All Weapons—G B Z R K

Max. Ammo—S L G F S T

Level Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Bridge—F L L N G D W N

Fridge—G T M L K

Freezer—C H L L B B

Inside Wall—C L S N G N

Graveyard—D G T H S

Castle—F R N K N S T N

Tan Base—B D B Z

Revenge—L B B C K

Desk—D S K J B

Bed—G T S L P

Town—S M L L V L L

Cashier—C H R G T

Train—N T B R T

Rockets—R D G L R

Pool—F S T N L S

Pinball—W H S W S Z R D

ASTEROIDS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold **L** and press **C_▲**, **C_▼**, **A**, **C_□**, **C_△**, **START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press **C_▲**, **C_▼**, **A**, **C_□**, **C_△**, **START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just pop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the word codes as follows:

- Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.

- Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.

- Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O O" to earn infinite Mumbo Tokens.

- Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.

- Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.

- Enter "C H E A T G I V E T H E B E A R L O T S O F A R" to have infinite air when underwater.

- Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the **C_▲** button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzle pieces from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

• Enter "B O T T L E S B O N U S T W O" to give Banjo a big head.

• Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.

• Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.

• Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.

• Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.

• Enter "B I G B O T T L E S B O N U S U" to activate all of the above codes at once.

• Enter "W I S H Y W A S H Y B A N J O" to change Banjo into a washing machine.

• Enter "N O B O N U S" to deactivate all active codes.

BANJO-TOTOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the words that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Gruntly give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the letter board to turn each cheat on or off.

C H E A T O S R E H T A E F—This code has the same effect as Cheato's "FEATHERS" code; it doubles the maximum amount of feathers that you can carry.

C H E A T O F O O R P R L L A F—This code has the same effect as Cheato's "FALLPROOF" code; it allows you to fall from any height without losing energy.

C H E A T O S G G E—This code has the same effect as Cheato's "EGGS" code; it doubles the maximum amount of eggs that you can carry.

C H E A T O F O O R P R L L A F—This code has the same effect as Cheato's "JUKEBOX" code; it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly Roger's Lagoon.

C H E A T O Y G I J T E G—This code has the same effect as Madame Gruntly's "GETJIGGY" code; it activates the signs in Master Jiggy-wiggy's temple that tell you where the jiggies are located in each stage.

C H E A T O S U P E R B A N J O—With this code in place, both Banjo and Kazooie will run much faster.

C H E A T O S U P E R B A D D Y—Activate this code to make the game more challenging by speeding up all of the enemies.

C H E A T O H O N E Y K I N G—Enter this cheat to completely disable the honeycomb meter and air meter; now you're invincible and can stay underwater or in toxic areas for as long as you want.

C H E A T O N E S T K I N G—This cheat gives you unlimited eggs and feathers; your inventory will show that you have "LOTS" of every type.

C H E A T O J I G G Y W I G G Y S P E C I A L—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.

C H E A T O N I M O H—This code has the same effect as the "HOMING" code that you get from having Heggy hatch the pink egg; it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and will remain in place.

C H E A T O C A S T L I S T—Unlocks a new option called "Character Parade" at the Cinema menu in Replay mode; this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already

found 90 jiggies in any one of the three saved game slots; it also will not register if you have already entered the following code...

C H E A T O P L A Y I T A G A I N S O N—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

A L L D L A K E S—All lakes available

A L L D C A S H—Extra money

A L L D F I S H—Extra fish in live well

B A G D S N A G S—No snags while fishing

H E A D A B I G A—Fisherwoman has a big head

H Y P E R B O A T—Faster boat

W H A T A D R A G—Slower boat

R U B A D U B D U B—Boat becomes a bathtub

I W I N I W I N—Win tournament

N O P E N A L T Y—No penalty for changing lures during tournament

S U P E R S T R I N G—Unbreakable line

H A P P Y F I S H—More active fish

M O N D O F I S H—Bigger fish

F I S H M A N—All fish have Al Lindner's head

W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed

S U P E R L U R E—Add the "Super Lure" to your inventory

S I L L Y S O U N D—Silly sound effects

BATTLETANX

Cheat Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

M S T S R V V—Invincibility

C R S T L C L R—Invulnerability

L T S F B L L T S—Unlimited ammo

L V F R V R—Unlimited lives

P L V R Z M—All weapons

F R G Z—Giant frogs roar the streets

T D Z—Queen Lords are replaced by toads

W M N R S M R T R—Unlock Storm Ravens gang

S T L T S G N G S—Select any gang in Campaign mode

C D P L T—Run Story (allows you to view the entire story of the game)

C J S K P F L G M H—Level code (play on State Street in Chicago, IL)

C N C T H R T M—"Trippy mode"

H V R L—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A** + **B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLEZONE: RISE OF THE BLACK DOGS

Cheat Codes

Enter any of the following codes as the "Input Code" menu under the "Game Setup" screen:

A l l W e a p o n s

R C K T S R D G L R

I n v u l n e r a b i l i t y

H P P Y P P Y P P Y

C u s t o m G a n g U n l o c k e d

T R D Y B R R K S

B r a n d o n G a n g U n l o c k e d

N N K N H C K S

S e c r e t L e v e l U n l o c k e d

W R D R B

L e v e l S e l e c t

—8 0 D Y S

TIPS & TRICKS

Cheat Codes



Nintendo 64

Tall Adam—B, A, C₄, A, C₄, A
Short Adam—Down, C₄, A, Right, Z
Kill Adam—B, Left, C₄, C₄, Down
Blouse cheat—Z, C₄, C₄, B, Left, C₄
Access all weapons—A, Right, C₄, C₄, C₄, A, Left
More powerful weapons—C₄, C₄, Up, Z, Z, Left, C₄
Surreal Mode—C₄, Up, Right, Right, C₄, A, Left
Change Nearest Harvester into Mutant—C₄, Up, Z, Z, C₄, Right
Fat Legged Aliens—Left, A, Right, Down

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battle-fields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

BUST-A-MOVE 2: ARCADE EDITION

Another World

At the title screen—while the words "Press Start" are flashing—press L, Up, R, Down. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

Character Select

Start the game in Puzzle Game mode. When the map screen appears, press Left, Left, Up, then hold Down, hold R and press L. A secret "Character Select" menu will appear. Press Left or Right to change to a different character, then press A or **START** to continue. You'll still see Baby at the map screen, but when the game starts, you'll be playing as the character you chose.

BUST-A-MOVE '99

Another World

At the title screen—while the words "Press Start" are flashing—press B, Left, Right, B. You'll see a little guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a world that's totally different from the normal "Puzzle Game" setting.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press START Button" are flashing—hold the Z button and press Right, Left, Up, Down, A, B, **START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear; it features stage-select, sound test and "Texture Mode" options. (in Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting; turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press B, A, R, R, A, C₄, Up, Down, A. Quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press L; a list of all the missions in the game will appear.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

- B O V R I L B U L L E T H O L E—Start game with 50 lives
- W E L D E R S B E N C H—Unlock all chapters
- W E L L Y T O P—Unlock Conker in Multiplayer mode
- E A S T E R G G S R U S—Unlock Neo Conker in Multiplayer mode
- B I L L Y M I L L R O U N D A B O U T—Unlock Gregg the Grim Reaper in Multiplayer mode

C H I N D I T V I C T O R Y—Unlock Weasel Henchmen in Multiplayer mode
E A T B O X—Unlock Cavemen in Multiplayer mode
R U S T Y S H E R I F F S B A D G E—Unlock Sergeant and Tediz Leader in Multiplayer mode
B E E F C U R T A I N S—Unlock Villager and Zombies in Multiplayer mode
D U T C H O V E N S—Start with frying pan in the Race Multiplayer game
D R A C U L A S T E A B A G S—Start with baseball bat in the Race Multiplayer game

CRUISE USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower-left corner)—Hold L + C₄ + C₄
San Francisco (lower-right corner)—Hold L + C₄ + C₄

Indiana (upper-right)—Hold L + C₄ + C₄

Secret Vehicles

At the "Choose Car" screen, press and hold the C₄, C₄ and C₄ buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or **START** to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button).

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press A to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Liltigert—P r o d i g y

Unlock Marvin the alien—U f o

Unlock Kimmie—R a p p e r

Unlock Starr—R e t r o

Unlock Festus—G o l d d g r

Unlock Delvis—D e l i v i s

Unlock Cindy—I n s t y l e

Unlock Bobby—B r a t

Unlock Twfan—C y b e r t w

Unlock Eagamer—W i l l i

Unlock Robert—I c e

Unlock Bengal—T i g e r r r r

Unlock Traci—S a f a r i

Unlock Volcano course—S t h e l e n s

DAIKATANA

Secret Codes

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.

Start with all weapons—C₄, C₄, C₄, C₄, Z, L, R, C₄, C₄, C₄, C₄

Unlock all levels—C₄, C₄, C₄, C₄, R, L, X, C₄, C₄, C₄, C₄

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JKUBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)*

WHODITHIS—Display credits (when you exit the Magic Codes menu)

BYEYEBALELOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZZIPPER—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Estimate AI (smarter computer opponents)

EXCITEBIKE 64

Cheat Codes

From the main menu, hold L + C₄ + C₄ and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

Invincibility—M O W E R

Transparent riders—X L U R I D E R

Debug mode—I M G O I N G N O W

Odd color mode—R O T C O L S

All stunts unlocked—T R I C K S T E R

Big head mode—B L A H B L A H

Invisible riders—I N V I S I R D E R

Mirror mode—Y A D A Y A D A

Night mode—M I D N I G H T

Stunt bonuses—S H O W O F F

Pinhead mode—P I N H E A D

"Beat This!" enabled—P A T W E L L S

See team photo during "Credits" sequence—U G L Y M U G S

EXTREME-G

Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NTROID—Gives you an infinite supply of nitro speed bursts

RASO—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTRME—Increases your vehicle's top speed

XGTEAM—Enter this name, then press R again and change your name to the first name of one of the members of the game's design team (possibilities include ANDY, ASH, CRAIG, DARREN, GILES, GREG, JOE, JOHN, JON, JUSTIN, LLOYD, SADIE, SHAWN, SIMON, STEVE and OMRI). Note that unlike the above cheat codes, these names will appear as your name when you enter them. Start the race and the face of the person whose name you entered will appear on your bike.

DUKE NUKE'M: ZERO HOUR

Cheat Codes

(Note: Use the L-pad to enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

• Invincibility On/Off—Press the R button seven times, then press Left

• Monsters On/Off—Press L, C₄, Left, R, C₄, Right, Left, Left

• All Items On/Off—Press R, C₄, Right, L, C₄, Left, C₄, Right

• Level Select—Press L, L, C₄, Right, Left, C₄

With the codes in place, enter the "Cheats" option and you'll find all the cheats unlocked.

DUKE NUKE'M: ZERO HOUR

Cheat Codes

At the vehicle select screen, press R to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into WipeOut-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen



NEUTRON—"Tron" mode (alternate track graphics)

NITROD—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"

RASO—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

SPIRAL—Makes the screen rotate continuously during a race

SPY EYE—Overhead camera angle

XCHARGE—Infinite weapon energy and shield energy

XXX—Increases your vehicle's top speed

F-1 WORLD GRAND PRIX

Secret Codes

Each of the following codes must be entered as follows: Choose "Exhibition" from the main menu, then select the "Drivers" option, highlight "Driver Williams" and press **A**. Next, highlight the "Edit Name" option and press **A** twice; the first letter of the driver's last name should be highlighted. Now use the D-pad and/or joystick to change his last name to any of the following code words. *Important:* You must press **A** when you are finished entering the name. If you press **B**, you will exit out of the "Edit Name" function and the driver's name will not be changed:

- Enter "MUSEUM" as the driver's last name, then exit to the title screen; you'll find a new option called "Gallery".

- Enter "CREDITS" as the driver's last name, then exit to the title screen; you'll find a new option called "Credits".

- Enter "PANDORA" as the driver's last name, then exit to the title screen. Choose "Start", select "Challenge" and highlight "File 4". You'll see the words "Cheaters Special" at the top of the screen and all of the historical challenge scenarios will be unlocked, including the secret "Ultimate" challenge.

- Enter "VACATION" as the driver's last name, then exit to the title screen. Choose "Start", select "Exhibition", "Time Trial" or "2 Player" mode and select the "Courses" menu; you'll find a new course called "Bonus Track" that runs through a Hawaiian volcano.

- Enter "CHROME" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Silver Driver".

- Enter "PYRITE" as the driver's last name, then exit to the title screen. Choose "Start" and access the "Drivers" menu in any game mode; you'll find a new driver named "Gold Driver".

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L**, **Z**, **R**, **C**, **C**, **C**, **START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R + C**, **C**; all of the available vehicles will shrink.

FIFA: ROAD TO WORLD CUP '98

Secret Cheats

To access each of the following cheat codes, choose "Customize Squad" from the main menu, then select the "Player Edit" option and follow the instructions below:

- Small Players—Choose the "USA" league, select the Vancouver team and change any player's name to "KERRY".

- Ghost Players—Choose the "Zone 4—UEFA" league, select the Slovakia team and change any player's name to "LASKO".

- Invisible Players—Choose the "England" league, select the Sheffield W team and change any player's name to "WAYNE".

- Players Fall Down Randomly—Choose the "Zone 4—UEFA" league, select the R Ireland team and change any player's name to "SPUD". Start a game and you'll find that players on both teams will fall down randomly—usually at inopportune times.

- Invisible Stadium—Choose any team and change any player's name to "CATCH22".

- Invisible Walls—Choose the "Zone 4—UEFA" league, select the Wales team and change any

player's name to "WARREN". Now the ball can't go out of bounds.

- Black Line Mode—Choose the "Zone 5—CONCACAF" league, select the Canada team and change any player's name to "MARC".

- Upside-Down Screen—Choose the "Zone 2—OFC" league, select the Australia team and change any player's name to "NWODEDISPU"...or choose the "USA" league, select the Vancouver team and change any player's name to "TED".

- Access Road to World Cup, Round 2—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "YUJI". Now choose "Road to World Cup '98" from the main menu and you'll find that you can access the First or Final Round without playing the Qualifying Round.

- Unlimited Player Attribute Points—Choose the "USA" league, select the Vancouver team and change any player's name to "DAVE". Now select any player on any team and choose the "Edit Attributes" option. You can now set all attributes as high as you want; the "Points Remaining" counter will go into negative numbers.

- Watch Victory Animations—Choose the "Zone 3—AFC" league, select the Japan team and change any player's name to "NORIE". Now choose "Road to World Cup '98" from the main menu; when the round select screen appears, press **C**, **C**, **Z**. A special screen will appear. Press **Left** or **Right** to choose any victory animation sequence (from A to H) and press **A** to view it.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:

- Turbo Crazy Mode—**B**, **R**, **Up**, **Left**, **Down**, **C**, **C**

- Psychedelic Mode—**A**, **R**, **Left**, **Right**, **Down**, **C**, **C**, **C**

- Wireframe Mode—**L**, **L**, **R**, **Z**, **Left**, **Right**, **C**, **C**

- Gore Mode—**Z**, **Down**, **C**, **C**, **C**, **C**, **C**, **C**

- Stealth Mode—**Up**, **Up**, **Up**, **Up**, **Right**, **Down**, **C**, **C**

- Infinite Primary Weapon—**A**, **R**, **Z**, **Right**, **C**, **C**, **C**, **C**

- Infinite Secondary Weapon—**B**, **B**, **Z**, **Left**, **C**, **C**, **C**

- Infinite Weapon Energy—**L**, **Z**, **Left**, **Right**, **Down**, **C**, **C**

- Infinite Titans—**A**, **B**, **L**, **Up**, **C**, **C**, **C**

- Infinite Solaris—**B**, **L**, **Z**, **Up**, **Down**, **C**, **C**

- Kill Enemies with One Shot—**B**, **B**, **B**, **L**, **Left**, **Down**, **Down**

- Freeze Enemies—**R**, **Z**, **Right**, **Right**, **C**, **C**, **C**, **C**

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:

N O G G I N —Big head mode

G H O S T —Ghost mode

Z W O O D —Z-Axis basketball court

T E A M —Z-Z-Axis team

N O F A N S —Dark background, improved frame rate

T R A I L S —"Trippy" ball effect

B U Z Z Z —No shot clock

T H I R T Y —60-second game

H O M I E —Home team is favored

M O N K E Y —Alternate sound effects

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

Invisibility

- 1) Hold **L** and press **Down**

- 2) Hold **R** and press **C**

- 3) Hold **R** and press **C**

- 4) Hold **L** and press **Right**

- 5) Hold **L** and press **C**

- 6) Hold **R** and press **C**

- 7) Hold **L** and press **Right**

- 8) Hold **R** and press **Right**

- 9) Hold **L** and press **Down**

- 10) Hold **L + R** and press **Down**

Unlock Surface

- 1) Hold **R** and press **C**

- 2) Hold **L + R** and press **C**

- 3) Hold **L** and press **Left**

- 4) Hold **R** and press **Up**

- 5) Hold **R** and press **Left**

- 6) Hold **L** and press **Up**

- 7) Hold **R** and press **C**

- 8) Hold **L + R** and press **Up**

- 9) Hold **R** and press **C**

- 10) Hold **L** and press **Up**

Unlock Silo

- 1) Hold **L** and press **Up**

- 2) Hold **R** and press **C**

- 3) Hold **L** and press **Left**

- 4) Hold **R** and press **Down**

- 5) Hold **L** and press **C**

- 6) Hold **L + R** and press **C**

- 7) Hold **L** and press **C**

- 8) Hold **R** and press **Right**

- 9) Hold **R** and press **Right**

- 10) Hold **R** and press **C**

Unlock Frigate

- 1) Hold **R** and press **C**

- 2) Hold **L** and press **Down**

- 3) Hold **R** and press **C**

- 4) Hold **L** and press **Left**

- 5) Hold **L + R** and press **Up**

- 6) Hold **L + R** and press **C**

- 7) Hold **R** and press **C**

- 8) Hold **R** and press **Up**

- 9) Hold **L - R** and press **C**

- 10) Hold **R** and press **Up**

Unlock Surface II

- 1) Hold **L** and press **C**

- 2) Hold **L + R** and press **C**

- 3) Hold **R** and press **C**

- 4) Hold **R** and press **C**

- 5) Hold **R** and press **C**

- 6) Hold **L** and press **Right**

- 7) Hold **L + R** and press **C**

- 8) Hold **L** and press **C**

- 9) Hold **L + R** and press **Down**

- 10) Hold **L** and press **C**

Unlock Bunker II

- 1) Hold **L** and press **Down**

- 2) Hold **R** and press **Down**

- 3) Hold **L + R** and press **C**

- 4) Hold **L** and press **Left**

- 5) Hold **L + R** and press **Right**

- 6) Hold **L** and press **C**

- 7) Hold **R** and press **Right**

- 8) Hold **L** and press **C**

- 9) Hold **L** and press **Left**

- 10) Hold **L** and press **C**

Unlock Statue

- 1) Hold **L + R** and press **C**

- 2) Hold **L + R** and press **C**

- 3) Hold **L** and press **Right**

- 4) Hold **L + R** and press **Left**

- 5) Hold **R** and press **Left**

- 6) Hold **R** and press **C**

- 7) Hold **L + R** and press **Left**

- 8) Hold **R** and press **C**

- 9) Hold **R** and press **Right**

- 10) Hold **R** and press **C**

Unlock Archives

- 1) Hold **R** and press **Left**

- 2) Hold **L + R** and press **Up**

- 3) Hold **L + R** and press **C**

- 4) Hold **R** and press **Left**

- 5) Hold **L + R** and press **Up**

- 6) Hold **R** and press **C**

- 7) Hold **L + R** and press **Up**

- 8) Hold **R** and press **C**

- 9) Hold **R** and press **Up**

- 10) Hold **R** and press **C**

Unlock Streets

- 1) Hold **L + R** and press **C**

- 2) Hold **L** and press **C**

- 3) Hold **L** and press **Up**

- 4) Hold **L + R** and press **C**

- 5) Hold **R** and press **C**

- 6) Hold **R** and press **C**

- 7) Hold **R** and press **Left**

- 8) Hold **R** and press **C**

- 9) Hold **R** and press **Up**

- 10) Hold **R** and press **C**

Unlock Depot

- 1) Hold **L** and press **Down**

- 2) Hold **L** and press **Down**

- 3) Hold **R** and press **C**

- 4) Hold **L + R** and press **C**

- 5) Hold **R** and press **C**

- 6) Hold **R** and press **C**

- 7) Hold **L** and press **Down**

- 8) Hold **L** and press **Down**

- 9) Hold **L** and press **C**

- 10) Hold **L** and press **C**

Unlock Train

- 1) Hold **R** and press **Left**

- 2) Hold **R** and press **C**

- 3) Hold **R** and press **C**

- 4) Hold **L + R** and press **Left**

- 5) Hold **L** and press **Right**

- 6) Hold **R** and press **C**

- 7) Hold **L** and press **Left**

- 8) Hold **R** and press **C**

- 9) Hold **R** and press **Up**

- 10) Hold **L** and press **C**

Unlock Jungle

- 1) Hold **R** and press **C**

- 2) Hold **R** and press **C**

- 3) Hold **L + R** and press **Up**

- 4) Hold **R** and



Nintendo 64 tips

7) Hold R and press Up
8) Hold R and press C \triangle
9) Hold R and press C \triangle
10) Hold L + R and press Left
• Unlock Control—
1) Hold L and press C \triangle
2) Hold R and press Down
3) Hold L and press Right
4) Hold R and press C \square
5) Hold R and press C \triangleright
6) Hold R and press Left
7) Hold R and press Left
8) Hold R and press C \triangle
9) Hold R and press Left
10) Hold L + R and press C \triangle

• Unlock Caverns—
1) Hold L and press Down
2) Hold R and press C \triangleright
3) Hold L + R and press Up
4) Hold L and press Right
5) Hold R and press C \triangle
6) Hold R and press C \square
7) Hold R and press Up
8) Hold L and press C \triangle
9) Hold L and press Up
10) Hold R and press C \triangle

• Unlock Cradle—
1) Hold L + R and press C \triangle
2) Hold L and press Left
3) Hold R and press Down
4) Hold L and press Down
5) Hold L and press C \triangle
6) Hold L and press Down
7) Hold R and press Right
8) Hold R and press C \triangle
9) Hold L and press C \triangle
10) Hold R and press Right

• Unlock Magnum—
1) Hold R and press C \triangle
2) Hold R and press Left
3) Hold L and press Right
4) Hold L + R and press C \triangle
5) Hold L and press Down
6) Hold L + R and press C \triangle
7) Hold L and press Left
8) Hold L + R and press C \triangle
9) Hold L + R and press Right
10) Hold R and press C \triangle

• Unlock Aztec—
1) Hold L + R and press Up
2) Hold L + R and press C \triangle
3) Hold L and press Down
4) Hold R and press Right
5) Hold R and press Up
6) Hold L and press Down
7) Hold L and press Left
8) Hold L and press C \triangle
9) Hold L + R and press C \triangle
10) Hold L and press Left

EASY CHEAT OPTIONS
Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

• Paintball—
1) Hold L and press Up
2) Press C \triangle
3) Hold R and press Right
4) Hold L + R and press C \triangle
5) Hold L and press Up
6) Hold R and press C \triangle
7) Hold L and press C \triangle
8) Hold L + R and press C \triangle
9) Hold L + R and press Up
10) Hold L and press C \triangle

• Invincibility—
1) Hold R and press Left
2) Hold L and press Down
3) Press Left
4) Press Up
5) Press Down
6) Hold R and press C \triangle
7) Hold L and press C \triangle
8) Hold L + R and press Left
9) Hold L + R and press Right
10) Hold L and press C \triangle

• DK Mode—
1) Hold L + R and press Up
2) Press C \triangle
3) Hold R and press Left
4) Hold R and press Up
5) Press Up
6) Hold R and press Right
7) Press Up
8) Hold L + R and press C \triangle
9) Hold L + R and press Down
10) Hold L + R and press C \triangle

• 2x Grenade Launcher—
1) Hold R and press Down
2) Hold R and press Up
3) Press Right
4) Hold L + R and press C \triangleright
5) Hold L and press Right
6) Hold R and press Left
7) Press Left
8) Press Down
9) Hold R and press C \triangleright
10) Hold R and press C \triangleright

• 2x Rocket Launcher—
1) Hold R and press Right
2) Hold L and press Up
3) Press Down
4) Press Down
5) Hold R and press C \triangleright
6) Hold L and press Left
7) Hold L and press C \triangle
8) Hold R and press Up
9) Hold R and press Down
10) Hold R and press C \triangle

• Turbo Mode—
1) Hold L and press Down
2) Hold L and press C \triangle
3) Hold L + R and press Up
4) Hold R and press C \triangleright
5) Press Left
6) Hold R and press Down
7) Hold L and press C \triangle
8) Press Up
9) Hold R and press Down
10) Hold L and press Right

• No Radar [Multi]—
1) Hold R and press Up
2) Press C \triangle
3) Press C \triangle
4) Press C \triangle
5) Hold L and press Down
6) Hold R and press Up
7) Press C \triangle
8) Press Right
9) Hold R and press Left
10) Hold R and press Right

• Tiny Bond—
1) Hold L + R and press Down
2) Hold R and press Down
3) Hold L and press C \triangle
4) Press Left
5) Hold R and press C \triangle
6) Hold L + R and press C \triangle
7) Press Right
8) Press Down
9) Hold R and press C \triangle
10) Hold R and press Right

• 2x Throwing Knife—
1) Hold R and press C \triangle
2) Hold L and press Left
3) Press Up
4) Hold L + R and press Right
5) Press Right
6) Hold L + R and press C \triangle
7) Hold L + R and press C \triangle

• Fast Animation—
1) Hold L and press C \triangle
2) Hold L and press C \triangle
3) Press C \triangle
4) Press C \triangle
5) Press C \triangle
6) Hold L + R and press Right
7) Press C \triangle
8) Hold L + R and press Up
9) Hold R and press C \triangle
10) Hold L and press Left

• Bond Invisible—
1) Hold L + R and press C \triangle
2) Hold L + R and press C \triangle
3) Hold L and press C \triangle
4) Hold R and press C \triangle
5) Hold R and press Right
6) Hold L + R and press Left
7) Hold L and press Right
8) Press Left
9) Hold L + R and press C \triangle
10) Hold L and press Down

• Enemy Rockets—
1) Hold L + R and press C \triangle
2) Press C \triangle
3) Hold R and press C \triangle
4) Press C \triangle
5) Press C \triangle
6) Hold L + R and press C \triangle
7) Hold L + R and press Up
8) Press C \triangle
9) Hold R and press Up
10) Hold L and press Up

• Slow Animation—
1) Hold L + R and press Left
2) Hold L + R and press Left
3) Hold L + R and press Down
4) Hold L + R and press Left
5) Press C \triangle
6) Hold L + R and press Down

7) Hold L + R and press Down
8) Hold L and press Down
9) Press C \triangle
10) Press C \triangle

• Silver PP7—
1) Hold L and press Left
2) Hold L + R and press Up
3) Hold L and press Right
4) Hold L + R and press Up
5) Hold L + R and press C \triangle
6) Hold L + R and press Left
7) Hold L + R and press Down
8) Press C \triangle

9) Hold L + R and press Right
10) Hold L + R and press Left
• Activate 2x Hunting Knife—
1) Hold R and press C \triangle
2) Hold L and press Right
3) Hold R and press C \triangle
4) Hold R and press Right
5) Hold L + R and press Right
6) Hold L + R and press Up
7) Hold L and press Down
8) Hold R and press Left
9) Hold L and press Right
10) Hold L and press C \triangle

• Infinite Ammo—
1) Hold L and press C \triangle
2) Hold L + R and press Right
3) Press C \triangle
4) Press C \triangle
5) Hold R and press Left
6) Hold L and press C \triangle
7) Hold L + R and press Left
8) Hold L + R and press C \triangle
9) Hold L and press Up
10) Press C \triangle

• 2x RC-P90—
1) Press Up
2) Press Right
3) Hold L and press Left
4) Hold R and press Down
5) Hold L and press Up
6) Hold L and press C \triangle
7) Hold L and press Left
8) Press C \triangle
9) Press C \triangle
10) Hold L + R and press Down

• Gold PP7—
1) Hold L + R and press Right
2) Hold L + R and press Down
3) Hold L and press Up
4) Hold L + R and press Down
5) Press C \triangle
6) Hold R and press Up
7) Hold L + R and press Right
8) Hold L and press Left
9) Press Down
10) Hold L and press C \triangle

• 2x Laser—
1) Hold L and press Right
2) Hold L + R and press C \triangle
3) Hold L and press Down
4) Hold R and press Left
5) Hold R and press Down
6) Hold L and press Right
7) Press C \triangle
8) Press Right
9) Hold R and press Right
10) Hold L + R and press Up

• All Guns—
1) Press Down
2) Press Left
3) Press C \triangle
4) Press Right
5) Hold L and press Down
6) Hold L and press Left
7) Hold L and press Up
8) Press C \triangle
9) Press Left
10) Press C \triangle

EXTRA CHARACTERS IN MULTIPLAYER MODE
Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:
1) Hold L + R and press C \triangle
2) Hold L and press C \triangle
3) Hold L + R and press Left
4) Hold L and press Right
5) Hold R and press Down
6) Hold L + R and press C \triangle
7) Hold L and press C \triangle
8) Hold L + R and press Right
9) Hold L + R and press C \triangle
10) Hold L and press Down

• Enemy Rockets—
1) Hold L + R and press C \triangle
2) Press C \triangle
3) Hold R and press C \triangle
4) Press C \triangle
5) Press C \triangle
6) Hold L + R and press C \triangle
7) Hold L + R and press Up
8) Press C \triangle
9) Hold R and press Up
10) Hold L and press Up

• Slow Animation—
1) Hold L + R and press Left
2) Hold L + R and press Left
3) Hold L + R and press Down
4) Hold L + R and press Left
5) Press C \triangle
6) Hold L + R and press Down

• Fast Animation—
1) Hold L + R and press C \triangle
2) Hold L + R and press C \triangle
3) Hold L and press C \triangle
4) Hold R and press C \triangle
5) Hold R and press Right
6) Hold L + R and press Left
7) Hold L and press Right
8) Press Left
9) Hold L + R and press C \triangle
10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

HEXEN

Cheat Menu

During the game, press START to pause. When the "Paused" menu appears, quickly

press C \triangle , C \triangleright , C \square , C \triangle . A new option called "Cheat" will appear. Highlight this option and press A to bring up a "Cheats" menu; now you can activate the following cheat options by entering the following codes quickly at the "Cheats" menu:

God Mode (invincibility)—C \triangle , C \triangleright , C \triangleright

Clipping (walk through walls)—Press C \triangle 20 times, then C \triangleright

Visit (stage select)—C \triangle , C \triangleright , C \square , C \triangleright , C \square

Butcher (kill all enemies in the area)—C \triangleright , C \triangle , C \square

Health (refill health)—C \triangle , C \triangleright , C \triangleright , C \triangleright

Collect All Keys—C \triangle , C \triangleright , C \square , C \triangleright

Collect All Artifacts—C \triangle , C \triangleright , C \triangleright , C \triangleright

Collect All Weapons—C \triangle , C \triangleright , C \triangleright , C \triangleright

Collect Puzzle Items—C \triangle , C \triangleright , C \square , C \triangleright , C \triangleright

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register; you'll hear a signal to confirm each code if you're quick enough. Note that you can only have ONE of these codes active at any time:

Race at night—C \triangle , C \triangleright , C \triangleright , C \triangleright , C \triangleright , C \triangleright

Mirror mode—Z, R, Z, Z, R, Z, Z

Unlimited Turbos—C \triangle , Z, C \triangle , C \triangleright , R, C \triangle , Z, C \triangleright

Passwords

Highlight "Sign In" at the main menu and press Left or Right to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

JIGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press START to confirm each code. Once a code is in place, you can turn its effects on or off by pressing START during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

THEUNIVERSE—Allows you to access all of the secret worlds

HAPPYPRINCESS—Unlocks all but one of the secret characters

GODEYOGOGOO—"Slime Mode" (all tracks are gooey)

ICEPRINCESS—"Ice Mode" (all tracks are slippery)

GOBABY—Gives you a maxed-out turbo meter

2TIMES—2X Turbo Mode (turbo boosts last twice as long)

NONSTOP—"Roll Mode" (constant turbo)

SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)

ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode

ZROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

MICROBALLS—Activates "Tiny Mode"

TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

BOMBERBALL—Just bombs

1HTWONDERS—Activates "Sudden Death" mode

IMALLOUT—No weapons

NOGOODIE—Bomb pickups

SIOTSHOT—Blue Balls

OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.

F O R G E O F F—Unlock all levels

R E A L H A R D—Harder difficulty

C H E E S E ! ! —View development team photo

A B S P A N N—Watch ending credits

M U C K E—Unlock "Concert Hall" within the "Museum" item in the Options menu

A N C I E N T—Unlock "Ancient Art" within the "Museum" item in the Options menu



Nintendo 64

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly. You may press START at any time while in the gallery to return to the game.

All Gold Cup cars—Y O U _ D A _ M A N

Gallery—W O O D Y _ C O O K I E S

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press L, C, L, C, L, C, C, C. If you input the code correctly, a cheats menu will immediately appear.

KEN GRIFFEY JR.'S SLUGFEST

Secret Codes

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:

- For thin players, enter the name "CODE TOOTHPICK".
- For flat, paper-thin players, enter the name "CODE STEAMROLLED".
- For thin players with huge arms and chests, enter the name "CODE THETICK".
- For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
- For tiny players, enter the name "CODE LITTLELEAGUE".
- For invisible players, enter the name "CODE INVISIBLEMAN".
- For players with large bats, enter the name "CODE PHATTBATT".
- For players with big feet, enter the name "CODE BIGFOOT".
- For players with big heads, enter the name "CODE BIGGEDZ".
- To have the computer control both teams, enter the name "CODE CPUVSCP".

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:

Castle Stage—Hold Up and press B

Jungle Stage—Hold Up and press C

Spaceship Stage—Hold Up and press C

Stonehenge Stage—Hold Up and press A

Museum Stage—Hold Up and press C

Helipad Stage—Hold Up and press C

Bridge Stage—Hold Down and press B

Dungeon Stage—Hold Down and press C

Street Stage—Hold Down and press C

Dojo Stage—Hold Down and press A

Spinal Ship Stage—Hold Down and press C

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabreuwlf Tune—Hold Up and press B

Maya Tune—Hold Up and press C

Glacius Tune—Hold Up and press C

Tusk Tune—Hold Up and press A

Fulgore Tune—Hold Up and press C

Orchid Tune—Hold Up and press C

Jago Tune—Hold Down and press B

Gargos Tune—Hold Down and press C

T.J. Combo Tune—Hold Down and press C

Kim Tune—Hold Down and press A

Spinal Tune—Hold Down and press C

Secret Stage

In two-player mode, have both players choose their fighters by holding Down and pressing C; you'll fight in the secret SKY stage with Rare and Killer Instinct logos on the ground.

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press START to pause and press C, C, C, C, C. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press START to pause and press C, C, C, C, C. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press Right, Right, Left, R, Z, START, A, START, A, START, Z on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press A, C, Down, Up, C, R, R, B, C, C, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

• Create a player named "SAN MATEO" to access the EA Sports stadium.

• Create a player named "MAITLAND" to access the Tiburon Sports Complex.

Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

• Create a player named "SAN MATEO" to access the EA Sports stadium.

• Create a player named "MAITLAND" to access the Tiburon Sports Complex.

See the Ending

When the EA Sports logo appears, hold L + R + Z; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 98

Secret Codes

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:

B E S T N F C —Unlock NFC Pro Bowl team

A F C B E S T —Unlock AFC Pro Bowl team

B O O M —Unlock All-Madden team

I M T H E M A N —Unlock All-Time Stat Leaders team

P E A C E L O V E —Unlock All '60s team

B E L L B O T T O M S —Unlock All '70s team

S P R B W L S H U F L —Unlock All '80s team

H E R E A N D N O W —Unlock All '90s team

T U R K E Y L E G —Unlock All-Time Greats team

T H R O W B A C K —Unlock NFL 75th Anniversary team

G E A R U G U Y S —Unlock NFL Equipment Managers team

W E L C O M E B A C K —Unlock 1999 Cleveland Browns

I N T H E G A M E —Unlock EA Sports team

H A M M E R H E A D —Unlock Tiburon team

E A S T A D I U M —Unlock EA Sports Stadium

O U R H O U S E —Unlock Tiburon Stadium

LEGO RACERS

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press Down on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.

P G L L R D—Only red power-ups available

P G L L Y L—Only yellow power-ups available

P G L L G R N—Only green power-ups available

R P C R N L Y—Only grappling hook power-ups available

M X P M X—Highest power-up level always active

F S T F R W R D—Faster game

N S L W J—Car doesn't slow down on rough terrain

F L S S K Y H I G H—Flying turbo boost always active

N W H L S—Remove wheels from car

N C H S S S—Remove chassis from car

N D R V R—Remove driver from car

L N R F R R M—Open mirror version of Rocket City Run

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press START to pause. When the "Options" screen appears, hold Z and press R, B, A, B, A, C, C, C, C. A new option called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

called "Unlock Worlds" will appear; set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold Z and press any button at the pause menu, then try entering the code again; this should clear up the problem.

MADDEN FOOTBALL 64

Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):

• Create a player named "AT MADDEN" to access the All-Time Madden team.

• Create a player named "SIXTIES" to access the '60s Conference B team.

• Create a player named "SEVENTIES" to access the All '70s team.

• Create a player named "EIGHTIES" to access the All '80s team.

• Create a player named "HOWLIE" to access the '97 Conference A team.

• Create a player named "LEI" to access the '97 Conference B team.

• Create a player named "STATS MEN" to access the All-Time Stats Leaders team.

• Create a player named "ELEC ARTS" to access the EA Sports team.

• Create a player named "TIBURON" to access the Tiburon team.

Secret Stadiums

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

• Create a player named "SAN MATEO" to access the EA Sports stadium.

• Create a player named "MAITLAND" to access the Tiburon Sports Complex.

Fireworks

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

See the Ending

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

Fireworks

At the stadium-select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

MARIO GOLF

Code Entry Screen

At the main menu, hold L + R (or Z + R) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup

5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup

K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue password; it's used for verification purposes in a contest sponsored by Nintendo Power magazine.

MARIO KART 64

Reverse Tracks

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

Course Ghosts

• Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.

• Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.

• Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'20"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'18"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'18"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'16"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'16"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'14"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'14"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'12"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'12"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'10"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'10"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'08"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'08"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'06"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'06"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'04"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'04"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'02"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'02"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 2'00"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 2'00"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'58"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'58"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'56"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'56"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'54"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'54"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'52"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'50"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'50"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'48"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'46"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'46"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'44"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'44"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'42"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'42"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'40"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'38"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'38"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'36"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'36"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'34"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'34"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'32"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'32"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'30"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'28"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'28"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'26"00 if you want to beat him.

• Race on the Bowser Castle course in Time Trial mode until you get a total time of 1'26"00 or better. Once you've done this, you will be challenged by the "course ghost" Bowser when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'24"00 if you want to beat him.

• Race on the Bow



Nintendo 64 tips

START to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MARIO TENNIS

Secret Tournament

From the main menu, select "Special Games," then select "Ring Tournament." Enter any of the codes below to participate in a secret cup:

- Blockbuster Cup—A R M 6 J Q A R U
- Bowser Cup—N 2 4 K 8 Q N 2 P
- Donkey Kong Cup—M M 5 S M Q M M J
- Luigi Cup—M 1 C 2 Y Q M 1 W
- Peach Cup—O 9 X F Q O F R
- Mario Cup—A 3 W 5 K Q A 3 C
- MarioTennis.com Cup—4 H W O R 4 8 2
- Nintendo Power Cup—J 6 M 9 Q J 6 U
- Waluigi Cup—L 9 B J R L A R
- Wario Cup—U O U F M P U O M
- IGN64 Tennis Cup—V 2 U F M P U Z M

MIKE PIAZZA'S STRIKE ZONE

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen:

- Aluminum bats—L, R, L, R, B, L, B, A, Right
- Red bats—L, R, L, R, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Thumb stadium—L, R, L, R, Right, A, C, L, A
- Activate all options on the Pitch menu—L, R, L, C, A, Z, C, R, L

See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press **R**, **A**, **Z**, **R**, **C**, **A**, **B**; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press **C**, **R**, **B**; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you code the property:

- Turbo Mode—C, Z, C, Z, C
- Big Feet Mode—C, R, Z, C, C
- Kids Mode—C, C, R, L, Z
- Start with Uzi Sub Machine Gun—C, C, C, C, R
- Start with Mini Rocket Launcher—R, L, C, C, C, C
- Start with 9mm High Power Gun—R, L, C, C, C, C
- Start with 7.65 Silenced Pistol—C, L, C, C, C, C

MONSTER TRUCK MADNESS

Passwords

Enter the following passwords at the "codes" screen from the main menu:

B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Gound textures become replaced by "Jim's" face
Y R D R—All trucks become lowriders
4 0 4 5 6 4 P 8 M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (**C** + **C**) in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "End-

ings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinok and press Run + Block simultaneously

MORTAL KOMBAT TRILOGY

Play as Kameleon

When the "story" screens appear during the game's demo mode, quickly press **C**, **C**, **A**, **B**, **C**, **C**. If you're fast enough, you'll hear Shao Kahn say, "Kameleon." Now Kameleon is a selectable character at the character-select screen.

Play as Motaro

Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

Play as Shao Kahn

Choose a character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

Super Hard Mode

At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kameleon and Motaro—followed by a whopping eight endurance matches.

Free Play

When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's **C**, **B**, **A** in the default control configuration). You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Kameleon.

Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High

Punch, High Punch, Low Punch, Low Punch (that's **C**, **C**, **C**, **A**, **B**, **B**, **B**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NAGANO WINTER OLYMPICS '98

Repeating Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**.

NASCAR 99

Secret Drivers

Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:

- To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **L**, **R**, **L**, **R**, **Z**

- To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **L**, **R**, **L**, **R**, **R**, **Z**

- To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.

- To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **Z**, **Z**, **Z**, **L**, **Z**

- To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **D**, **R**

Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams

At the main menu, highlight either Quick Play or Arcade Play, then press **A** + **C** at exactly the same moment. At the Team Select Screen, three special teams will become selectable.

Secret Room Codes

At the main menu, press **C** and **C** simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.

Big Heads

(Away team only)—C, C, C, C, C, R

Big Heads

(Home team only)—C, C, C, C, A

Big Heads

(Both teams)—C, C, C, C, C, C, C, C, A

Long Necks

(Both teams)—C, C, C, C, C, C, C, C, A

Small Players

(Away team only)—C, C, A

Small Players

(Home team only)—C, C, A

Secret Player Codes

At the "Team Select" screen, press **C** seven times. You'll hear a basketball bounce instead of a buzzer sound when you press **C** the seventh time. Then, press **C** the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing **Z** and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Minoru Arakawas, press **C** seven times, **C** three times, **Z**, **C** seven times, **C** ten times.

Kobe Bryant

—3

Ken Griffey Jr.

—4

Random NBA Player

—5

Minoru Arakawa

—10

Tim Belcher

—11

Steve Bolender

—12

John Brandwood

—13

David Bridgman—14

Scott Bush—15

Marc Doyal—16

Mike Fukuda—17

Jeff Godfrey—18

Roger Harrison—20

Chick Hearn—21

Robert Hemphill—22

Jim Holdeman—23

Mike Knauer—24

Kevin Kraus—25

Chris Lamb—26

Mike Lamb—27

Stu Lantz—28

Howard Lincoln—29

Ken Lobb—30

James Maxwell—31

Umao Mayer—32

Arnie Myers—33

Dan Owes—34

Colin Palmer—35

Tom Prata—36

Ed Ridgeway—37

Henry Sterchi—38

Noah Stein—39

Faran Thomason—40

Gail Tilden—41

Russell Truelove—42

Eric Waas—43

Phil Watts—44

Armond Williams—45

NBA JAM 99

Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Pause" menu (note that "Up," "Down," "Left" and "Right" refer to the D-pad, not the analog joystick):

Large players—L, C, L, C, L, C, L, C, Z

Small players—L, C, L, C, L, C, L, C, Z

Enable full-court dunks—L, C, L, L, C, L, C, Z

Enable next shot—L, L, C, L, L, C, L, C, Z

Super push—L, L, Up, L, L, Up, L, L, Up, Z

Tie scores—L, L, Down, L, L, Down, L, L, Down, Z

Team on fire—L, L, Right, L, L, Right, L, L, Right, Z

Cancel all cheats—L, L, Left, L, L, Left, L, L, Left, Z

NBA SHOWTIME: NBA ON NBC

Secret Codes

At the match-up screen just before the game starts—when the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press Up. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.

Show Shot %—0-0-1-Down

No Hotspots—2-0-1-Up

Show Hotspot—1-0-0-Down

ABA Ball—2-3-2-Right

Alternate Uniform—4-3-0-Right

Away Uniform—4-2-0-Right

Home Uniform—4-1-0-Right

Midway Uniform—4-0-1-Right

Team Uniform—4-0-0-Right

Big Heads—2-0-0-Right

Tiny Heads—4-4-0-Left

Tiny Players—3-4-5-Left

No Replays—3-3-1-Left

No Tip Off—4-4-4-Up

Tournament Mode—1-1-1-Down

Infinite Turbo—4-1-1-Up

No Player Arrows—3-2-1-Left

Choose Your Court

After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.

Left Team's Court—Up + Turbo

Right Team's Court—Down + Turbo

Street Court—Left + Turbo

Island Court—Right + Turbo

Midway Court—Up + Shoot + Pass

NBC Court—Down + Shoot + Pass

THE NEW TETRIS

Turbo CPU Opponent

Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A1 E2 Z4 U7". Note that this will not remain as your name if you enter the code correctly. Now start a new game with any level opponent and the computer will play at a super-fast speed.



STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:
A C E—Higher difficulty
B L A M E U S—Group shot of developers
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon on the "Select Your Craft" screen and press Up to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "I Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships. See Developers' Heads

Choose "Passcodes" from the Options menu. Enter "HARD ROCK," "BERGLOWE" or "WUTZI" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "Wampa ___ Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause; when the pause menu appears, hold L + R + Z + C \triangle + C \square + C \diamond + C \wedge + Left on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press Up on the analog joystick to turn this option "on"; now you can walk into walls and go right through locked doors. Press Down to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the

camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C \triangle + C \square ; with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

Control Enemy Characters & Vehicles

Enter your name as "Wampa ___ Stompa" or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C \triangle and press Up, then press C \triangle repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it to hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C \triangle to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold C \triangle and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press C \triangle to switch between Dash and the Wampa.

- Also in the "Escape from Echo Base" stage, hold C \triangle and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C \triangle to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold C \triangle and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.

- In the "Imperial Freighter Suprosa" stage, hold C \triangle and press Right on the D-pad to control a Stormtrooper as described above.
- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C \triangle and press Right on the D-pad to control one of Prince Xizor's armored guards.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press C \triangle . A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N O C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 O N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V 4 R N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T O—Pluto gravity
H O P—Add hop button
M 0 R 3 C 4 M 5—Extra camera modes
N 0 R 1 D 3 R 5—No riders on bikes
H 3 D 4 L 3 S 5—Headless riders
B L 0 C K M 3—Opponent riders get in your way
N 0 O F F T R 4 C K—No more off track
S K 1 P P 1 N G 0 K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPER MARIO 64

Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc.—press C \triangle , C \square , C \diamond ; you'll hear Clark Kent say "This looks

like a job for Superman!" to confirm the code. Now you can enter the following codes at any time during the game:

- To skip the current level, press START to pause the game, then press C \triangle , C \square
- To refill your energy meter, press START to pause the game, then press Z, R
- To refill your freezing breath ability, press START to pause the game, then press Z, L
- To refill your heat vision ability, press START to pause the game, then press R, L
- For super punching ability, press START to pause the game, then press L, Z

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick): Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down. A new menu item, "Cheats" will appear. After entering this menu, you can press Right and Left to cycle through the different lists of stages.

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press START to pause the game, then hold Down and L and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.

Slow motion—Down, Down, C \triangle , C \square , Left, Fast motion—Right, Up, Down, Down, Up, Down

High speed—C \triangle , Left, C \square , C \diamond , Up, Down, Right

Add "Skip to Restart" menu item—C \triangle , C \square , C \diamond , Up, Down

10 point stats—C \triangle , C \square , Left, Up, C \diamond

13 point stats—C \triangle , C \square , Left, Up, Down

Score x10—Down, Right, Up, Right, Up, Left, C \triangle

Obtain all tapes—C \triangle , Left, Up, C \square , C \diamond , Right, Down, Up

Perfect balance—C \triangle , C \square , Left, C \diamond , Right, Up, Down

Girl's picture—C \triangle , C \square , C \diamond , C \wedge , C \diamond

TOY STORY 2

Level Select

At the main menu, press Up, Up, Up, Up, Up, Down, Down, Up, Up, Down. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 2000

Cheat Codes

At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:

• Three ball count—Hold L + R + Z and press Up, Down during the game

• Three outs—Hold L + R + Z and press Down, Up during the game

• Add one run to home team's score—Hold L + R + Z and press C \triangle , C \square

• Add one run to the visiting team's score—Hold L + R + Z and press C \triangle , C \square

WCW BACKSTAGE ASSAULT

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Extra stamina—R, B, R, R

Indestructible weapons—L, R, L, R, C \triangle , C \square

Fat female wrestlers—R, R, B, B, L, L

Goofy sound effects during gameplay—R, L, R, L, B, B

WCW MAYHEM

Secret Passwords

Enter any of the following passwords at the Pay-Per-View Password screen:

P L Y H D N G Y S—Hidden wrestlers unlocked

C B C K R M S—Special area select

C H T 4 D B S T—Quest cheat enabled

D P L G N G R S—Doppelganger selected enable

N G G D Y N L N L—Test Case 1 unlocked

P L Y N T R C L S C—Classic Nitro setting

P R N T M M T M—Momentum print enabled

P R N T S T M N—Stamina print enabled

M K S P R C W S—Bionic created wrestlers

y K h # S = J Q L m F s—World War III

@ K c X K F = W ? j p F—Starcade

r J m b 6 l f M k \$ B—Superbrawl

t d M K R m Z - < y L—Halloween Havoc

M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)

2 J J h K X d J F m 4 k B—Uncensored PPV
Mode unlocked
@ J H k f y l B w f Q F—Spring Stampede

WINBACK

Codes

Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.

Unlock Trial mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C \triangle and press START.

Unlock Max Power Mode—L, C \triangle , C \square , C \diamond , C \wedge .

Unlock all characters in Versus mode—Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C \triangle and press START.

WIPEOUT 64

Main Menu Codes

Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:

Unlock Piranha II team—Hold L + R + Z and press C \triangle , C \square , C \diamond , C \wedge .

Unlock Velocitycar track—Hold L + R + Z and press C \triangle , C \square , C \diamond , C \wedge .

Power-up weapons—Hold L + R + Z and press C \triangle , C \square , C \diamond , C \wedge .

In-Game Codes

Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again: Race doesn't end when timer expires—Hold L + R + Z and press C \triangle , C \square , C \diamond , C \wedge , C \triangle , C \square , C \diamond , C \wedge .

Infinite shield energy—Hold L + R + Z and press C \triangle , C \square , C \diamond , C \wedge .

Unlimited weapons—Hold L + R + Z and press C \triangle , C \square , C \diamond , C \wedge .

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): Z, Right, Z, Z, Z, B, C \triangle , A, Right, START. Now all of the teams and their cars will be available.

Unlock All Sydney Tracks

At the main menu, select "Championship," then "New Game." Enter "FROZENSKY" as your name. When you return to the main menu, all the Sydney tracks will be available.

Top View

During game play, press Up, Up, Up, A, Left, A, A, A. The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes

At the main menu, press Right, Right, Left, Left, Right, Left, Right on the D-pad. You'll hear a special sound after entering it correctly. Next, enter any of the following codes:

Unlock Despair—C \triangle , C \square , C \diamond , C \wedge .

Unlock Bunny Despair—C \triangle , C \square , C \diamond , C \wedge .

Let Xena battle Gabrielle in Quest mode—C \triangle , C \square , C \diamond , C \wedge .

Unlock "Titan" difficulty level—C \triangle , C \square , C \diamond , C \wedge .

Battle Codes

At any time during a battle, hold down the Target button (Usually A) and press Right, Right, Left, Left, Right, Right, Left, Right on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target

Ice Fighters—Strong Punch, Strong Punch, Target

Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target

One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump

Big Heads—Crouch

Big Feet—Jump

Snow Fighters—Strong Punch, Strong Punch, Crouch

Red Nose—Weak Punch, Weak Punch, Target

Purple Nose—Weak Punch, Weak Punch, Crouch

Green Nose—Weak Punch, Weak Punch, Jump

Icy Stage—Weak Punch, Weak Punch, Weak Punch, Crouch

Clouds—Weak Punch, Weak Punch, Weak Punch, Crouch

Green Stage—Weak Punch, Weak Punch, Jump

Cloud Stage—Weak Punch, Weak Punch, Weak Punch, Crouch

Cloud Stage—Weak Punch, Weak Punch, Weak Punch, Crouch</p

ARMY MEN ADVANCE

Passwords

Q G Q N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Vikki)

EARTHWORM JIM

Stage Select

At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark to go directly to another stage:

- Right, R, B, A, L, L, A, R—Skip to the next stage in order
- SELECT, R, B, Down, L, B—Warp to "What the Heck?"
- Up, L, Down, A, R, A—Warp to "Down the Tubes"
- R, Up, SELECT, L, R, Left—Warp to "Snot a Problem"
- R, L, A, B, B, A, L, R—Warp to "Level 5"
- Right, Left, R, L, A, R—Warp to "For Pete's Sake"
- L, A, Up, R, A, R, A, SELECT—Warp to "Buttville"

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes

Enter any of the following codes at the title screen:

- Hold L + R + Up and press B to watch the ending credits
- Hold L + R + Right and press B to unlock Extra 1 mode (go kart racing)
- Hold L + R + Left and press B to unlock Extra 2 mode (formula car racing)
- Hold L + R, point the D-pad in the Down/Right position and press B to unlock all tuning parts
- Hold L + R, point the D-pad in the Up/Left position and press B to unlock all cars
- Hold L + R, point the D-pad in the Up/Right position and press B to unlock all courses

Password
S/PD W1/H L8Q8 >VbB—Unlock all Championship Mode classes

IRIDION 3D

Stage Select

Enter the Password entry screen and enter the code *S3L3CT0N* (be sure to include the * symbols). When you return to the title screen, choose the Password option again and enter the code *SH0WT1M3*. You'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Picture Gallery

Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of Iridion 3D artwork.

GAME BOY, ADVANCED

One of the most interesting features of Nintendo's new Game Boy Advance is its ability to play original Game Boy and Game Boy Color games in "widescreen" mode. Since this option does nothing more than stretch the original screen image to fill up the wider GBA screen, it's best to deactivate it when using the GBA to play certain older games. (*Tetris* is a good example; the widescreen feature distorts the game's rotating pieces.) However, some games are greatly improved when you play them in widescreen mode. Here are some examples that we've found:

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues

When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press B repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.

Stage Select

At the title screen, wait until the boomerang appears, then press L, SELECT, A, SELECT, R, A, L, SELECT; you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold SELECT and use the L and R buttons to choose a starting stage; when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press the SELECT button while the game is paused, you'll be sent back to the title screen.

Level Warp

With the stage-select code in place as described above, start a game, then hold the SELECT button and you can use the D-pad to move Harry Jr. to any part of the current stage.

Infinite Weapons

With the stage-select code in place as described above, you can also refill your weapon supplies at any time during the game if you hold the SELECT button and press B; you'll see the item counters jump to 99.

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

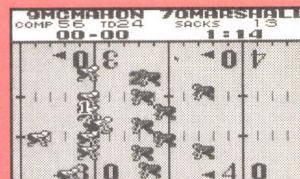
- Michael Jackson—Highlight the word "Arcade," then press Left, Left, Right, Right, Left, Right, then L + R simultaneously
- Rumbleman—Highlight the word "Championship," then press Left, Left, Right, Left, Right, Right, Left, Right, Left, then L + R simultaneously
- Shaquille O'Neal—Highlight the word "Survival," then press Left, Left, Left, Left, Right, Right, Left, Left, Right, then L + R simultaneously

TONY HAWK'S PRO SKATER 2

Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm:

Tecmo Bowl



Still one of the best of the portable pigskin games a decade after its release, *Tecmo Bowl* looks and plays great in the GBA's widescreen mode. The intermission screens look a little funky, but stretching the field makes the players look bulkier and makes it easier to distinguish them, especially at the line of scrimmage.

- Hold R, press START, A, Down, B, A, Left, Left, A, Down—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable its effects)

"Paused" Menu Cheats

Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm:

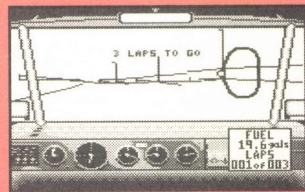
- Hold R, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START—Unlock Spider-Man as a playable character
- Hold R, press A, Left, Left, Up, Right, B, A, START—Unlock Mindy as a playable character
- Hold R, press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down—Gives you enough money to unlock all of the game's levels
- Hold R, press B, A, Left, Down, B, Left, Up, B, Up, Left, Left—All levels 100% complete (this code also unlocks the two secret characters and gives you all the money in the game)
- Hold R, press Left, A, START, A, Right, START, Right, Up, START—Zoom in and out repeatedly (enter the code again to disable its effects)
- Hold R, press Left, Up, START, Up, Right—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

Additional Cheats

Each of the following codes can be entered either at the main menu or the "Paused" menu:

- Hold R, press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left—Unlocks all of the cheats at the Options menu
- Hold R, press B, Left, Up, Down, Left, START, START—Disable blood effects (enter the code again to turn the blood effects back on)
- Hold R, press Right, A, Down, B, A, START, Down, A, Right, Down—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.
- Hold R, press B, A, Left, Down, B, Left, Up, B, Up, Left, Left—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.

Days of Thunder



Based on the movie, this unjustly overlooked racing simulator was one of the Game Boy's only true 3-D games; its vector-style graphics engine is still impressive today. The skinny text fonts are more legible in widescreen mode...and look how the oval-shaped gauges on the dashboard have been returned to normal proportions!

102 DALMATIANS: PUPPIES TO THE RESCUE

Passwords
Garage—Bone, Bone, Paw, Tank
Cafeteria—Domino, Bone, Key, Paw
Cruella!—Toy, Bone, Bone, Bone

1942

Passwords
Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

ACTION MAN: SEARCH FOR BASE X

Password

Enter the password "7 ! B !" to unlock all of the game's stages.

ASTEROIDS (Game Boy Color version)

"Single Player" Passwords

S P A C E V A C —Zone 2
S T A R S B R N —Zone 3
W O R M S I G N —Zone 4
I N C O M I N G —Zone 5
P R O J E C T X —Unlock Excalibur ship
Q R T R E A T R —Unlock Classic Asteroids. The option to play Classic Asteroids will appear on the main menu.
C H E A T O N X —Unlock cheat menu. Press SELECT in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

ATLANTIS: THE LOST EMPIRE

Stage Passwords

D C N C —Ulysses
X D K V —Cove Causeway
C F C S —Fire Trial
D H C V —Ice Trial
T J T —Volcano Bed
J M F J —Atlantis Internal
Q N F S —Treachery

AUSTIN POWERS: OH BEHAVE!

Cheat Code—Platform Game

Enter the code "RAT POISON" at the "FAB-DOS" screen and press B; you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game.

Cheat Code—Mojo Maze

Enter the code "SPEEDY" at the "FAB-DOS" screen and press B; you'll get a confirmation message that says "Faster Mojo!" Now Austin moves much faster in the "Mojo Maze" mini-game.

Unlock Gifts

Enter the "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press B after typing each word.

GRACE—"Moving Logos" screen saver

CHRISTMAS—"Flowers & Evil" screen saver

GET YOU—"Evacuation 1" sound

JUMBO—"Evacuation 2" sound

NO MOJO—"Goo sound" sound

MAGPIE—"Peeing" sound

IDIOT—"So who is he?" sound

SPRINGER—"Elvis Lives!" wallpaper

LOOK—"Foxy Felicity" wallpaper

TWO OF US—"Sausages" wallpaper

TEARS—"Hands Up!" wallpaper

SPACE—"Bust an O-Ring" wallpaper

STEIN—"Fembot Vanessa" wallpaper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpaper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpaper

**AUSTIN POWERS
WELCOME TO MY UNDERGROUND LAIR!**

Cheat Codes

Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press B; a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also: If you enter the code "125CC", Dr. Evil will move much faster in the "Mojo Maze" game.
Unlock Gifts
Enter "EVIL-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press B after typing each word.
GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini-Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

BATMAN: CHAOS IN GOTHAM

Passwords

Race Through the City—Batgirl, Batcycle, Batman, Batmobile
It's No Laughing Matter—Batman, Batmobile, Batman, Batcycle
The Greatest of Ease—Batcycle, Batcycle, Batman, Batgirl
Thru the Garden of Evil (Part 1)—Batmobile, Batcycle, Batgirl, Batgirl
Thru the Garden of Evil (Part 2)—Batmobile, Batmobile, Batman, Batmobile
A Venomous Plan—Batgirl, Batgirl, Batmobile, Batcycle
Next Stop: Danger—Batman, Batcycle, Batgirl, Batcycle
2 + 2 Equals Two-Face—Batcycle, Batgirl, Batman

BLADE

Password

9 ? ! N ? B K T ? 5 1 G—Watch ending

BLASTER MASTER: ENEMY BELOW

Passwords

E 6 C A D C K F—Area 1
E 6 D 3 D 3 K G—Area 2
E 7 C 3 D 3 K H—Area 3
E 7 D 3 D 3 K I—Area 4
F 6 C 3 D 3 K Q—Area 5
F 6 D 3 D 3 K R—Area 6
F 7 D 3 D 3 K T—Area 8

BOARDER ZONE

Passwords

1 3 1 0 9 5—Unlock Time Course 4
0 2 0 9 7 1—Unlock Time Course 5
2 9 0 7 7 1—Unlock Trick Course 5
3 1 0 1 6 9—Unlock Slalom Course 5

BUFFY THE VAMPIRE SLAYER

Passwords

3 N K F Z 8—Episode 2
9 M D 1 W V—Episode 3

X T N 4 F 7—Episode 4
S B V P L Z—Episode 5
9 D 6 F 0 S—Episode 6
B N P X Z 9—Episode 7
G H 9 M R Y—See the ending

BUST-A-MOVE MILLENNIUM

"Hidden" Puzzle Mode (Normal Field)

At the title screen—while the words "PRESS START" are flashing—press A, A, Down, Up. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen; it has a completely new set of puzzles.

"Hidden" Puzzle Mode (Wide Field)

At the title screen—while the words "PRESS START" are flashing—press Left, Right, B, B. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode.

Unlock All Secret Characters

At the title screen—while the words "PRESS START" are flashing—press B, A, B, Down. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu.

BUZZ LIGHTYEAR OF STAR COMMAND

Stage Select

Enter the password "8 V V B B" to gain access to Planet Z and all of the preceding levels.

CARMAGEDDON

Secret Password

Enter O Z G 6 Z D ♀ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press START to pause, then press SELECT to warp to the end of the current stage.

CHICKEN RUN

Cheat Passwords

Enter any of the following codes at the password screen just as you would enter the stage passwords listed above. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done. Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press SELECT while paused to skip stage—Honor, Valor, Bronze, Silver

EVEL KNIEVEL

Secret Password

Enter LASTSTAGE as your password. You'll get a message that says "Invalid Password!" and you'll be returned to the main menu. However, if you select "Start New Game" you'll be

GHOSTS 'N GOBLINS

Quest 1 Passwords
L ♥ K ♥ V ♥ B —Level 2
Q 0 M ♥ V ♥ 1 H —Level 3
P S 5 ♥ 7 ♥ 2 B —Level 4
T J T ♥ 7 ♥ 7 L —Level 5
K D C ♥ H ♥ S H —Final boss

Quest 2 Passwords
G N ♥ V ♥ K 0 O H —Level 1
G N 1 ♥ 5 0 8 J —Level 2
X 4 3 ♥ 5 0 M R —Level 3
L S 5 H 9 1 4 —Level 4
D N 7 ♥ 9 3 ♥ 7 —Level 5
X N 9 ♥ 9 3 3 —Level 6
N 8 C ♥ K 4 0 N —Final boss

GRAND THEFT AUTO

Unlock Hidden Characters
Before starting a game, rename the character "KELLY" to "SUMMER." Many hidden characters will appear in the menu.

HOT WHEELS STUNT TRACK DRIVER

Super Password

To unlock all of the tracks and the secret Twin Mill car, enter the password Up, Left, Down, Right, Right, B.

KLAX (Game Boy Color version)

Passwords

Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of Klax"
Yellow alien, pillar, pillar, green alien—Read the real story of Klax
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

M&M'S MINIS MADNESS

Passwords

The Warehouse, part two—Green, Blue, Yellow, Red, Yellow, Yellow
The Conveyors, part one—Green, Blue, Green, Red, Green Yellow
The Conveyors, part two—Red, Yellow, Orange, Yellow, Brown, Blue
The Conveyors, part three—Brown, Green, Red, Blue, Orange, Blue

MARY-KATE & ASHLEY: GET A CLUE!

Passwords

M H N T G F—The Case of the Missing Mummy
N L B R T C—The Case of the Rock & Roll Mystery
R G T M N L—The Case of the Green Ghost
F B L H C H—The Case of the Summer Camp Caper

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol

At the title screen, press Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A; you'll hear a signal to confirm the code.

Start Spy Hunter with All Special Weapons

At the title screen, press Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B; you'll hear a signal to confirm the code.

THE MUMMY RETURNS

Passwords

From the main menu, select "Load Game" to enter the password input screen. Remember, all passwords read clockwise starting from the topmost letter on the screen. Hold A while entering it to see what you are doing.

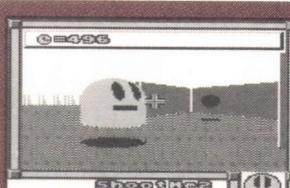
1 PWK47—Break-in at the O'Connell Mansion

Super R.C. Pro-Am

The angled perspective of Rare's racing classic lends itself well to the GBA's widescreen mode; since the vehicles only rotate in the horizontal plane, their proportions appear to remain consistent. The same can be said for Mickey's Speedway USA and Mickey's Racing Adventure, both of which were also developed by Rare.

Faceball 2000

The grand-daddy of multiplayer first-person shooters, Faceball 2000 has allowed up to four people to link up and blast each other silly since 1991! The GBA's widescreen mode does stretch the characters into a variety of oblong shapes, but the 3-D environments look great. Tip: Hold Down + B when the Game Boy logo appears to make the "happy faces" yellow!

**Wacky Races**

When you press the L button on the GBA, the horizontal resolution of the screen image is increased, which does result in some blurring of individual pixels on the horizontal plane. This effect is much less noticeable in Game Boy Color games with rich color palettes. Wacky Races is a perfect example; in wide-screen mode, it literally looks like a GBA title.



TRVJNSFT—On the Moon
BVTHTJM—Crane mini game
CFNSTFR—Bell mini game
BVBYGRQW—Shooting mini game
WFVNJN—Egg mini game
PRSFNTS—Ending

SHAMUS*Cheat Passwords*

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:
5G F 3 V 1 —Level 1: The Laboratory
4 G F 3 S G V 1 T —Level 2: Shadow Studios
7 G F 3 S G V 1 X —Level 3: Abandoned L.A.
Subway System
6 G F 3 S G V 1 V —Level 4: The Shadow's Lair
Hotel and Casino

SHREK: FAIRY TALE FREAKDOWN*Shrek's Passwords*

S M H T V K C Q R—Village
T Q D F N H G G M—Dungeon
T F G K W L S J J—Swamp
K D N B Q G K V Y—Dark Forest
K W J P Y X C Q C—Bridge
Y N N H L B M B Y—Castle
Thelonius' Passwords
L R S V G T L X M—Village
Y F S V G T L X K—Dungeon

THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR*Passwords*

F W X C K J X G L W N—Flying Tonight
W S Q L S W R B N R F—Plan 9 From Outer Springfield
B X P G C F P Y J W B—Vlad All Over
N P K Y G B K T F W Q—Nightmare Cafeteria
W S Q J L T Q F Y W K—I Only Had a Body
X Q R F J W R B T W P—King Homer

THE SMURFS' NIGHTMARE*"Easy" Mode Passwords*

Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad
"Hard" Mode Passwords
Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SNOPPY TENNIS*Password*

W W X R—Unlock all characters

SPACE INVADERS (Game Boy Color version)*Passwords*

C L S 1 2 1 9 9 9 D B M—Classic Mode
W W Y X T C 2 N Q W T 9 V Y—Venus
? W Z 4 V C L N 4 W 8 1 V ?—Mars
R S S N 3 Q J 7 8 ? G J M C—Jupiter
W S P Z M S 0 8 N ? H 8 N F—Saturn
C V 1 ? Q W K G J 3 X 8 R 5—Uranus
H V 2 7 R W 1 G N 3 Y 0 R 7—Neptune
M V 7 H R C L H 5 3 Z R 9—Pluto

SPAWN*"Normal" Passwords*

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart
"Hard" Passwords
Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, heart, blank
Chapter 3—Spawn, skull, blank, skull

Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, heart

SPIDER-MAN (Game Boy Color version)*Passwords*

From the title screen, select "Continue," then enter any of the passwords below. You'll automatically be taken to the corresponding stage after entering a correct password.
G V C B F—Venom defeated
Q V C L F—Venom and the Lizard defeated
G - F G N—Connors Lab

SPIDER-MAN 2: THE SINISTER SIX*Passwords*

M P 1 6 3 C—After defeating Mysterio
P L 8 5 1 D—After defeating Sandman
M M 9 4 7 F—After defeating Scorpion
T S 6 1 9 G—"Find Enemy" mission before Kraven

L R 6 1 9 G—After defeating Kraven

Nightmare Difficulty

At the title screen, press A, B, SELECT, Up, Right, Down. You'll hear a maniacal laugh if you entered the code correctly. Next, select "New Game" at the main menu and you'll be able to select a new level of difficulty, "Nightmare."

Secret Mini-Game

At the title screen, press A, B, A, B, Down. You'll immediately be taken to a secret mini-game if you entered the code correctly.

Cheat Screen

At the title screen, press B, A, Left, Down, Up, Right. If you entered the code correctly, you'll immediately be taken to the Cheat Screen, where you'll be able to select any stage and give yourself infinite webbing and/or health.

SPONGEBOB SQUAREPANTS**LEGEND OF THE LOST SPATULA***Cheat Code*

Choose "Continue" from the main menu and enter "D3BVG-MOD3" as your password. You will start the game with all of the items in your inventory. You will also find a new option called "Level Select" at the Pause Menu; this allows you to skip to any stage. Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen.

STAR WARS EPISODE I**OBI WAN'S ADVENTURES***Passwords*

B Q V Q K—Level 2
W N L R M—Level 3
S D G N K—Level 4
C N L M L—Level 5
B X G T G—Level 6
Q S R V J—Level 7
T K G J Z—Level 8
L P Z C P—Level 9

STREET FIGHTER ALPHA*Fight Akuma or M. Bison*

To fight Akuma as your first opponent, choose your fighter at the character-select screen. Then, when selecting Manual or Auto, hold B + A until the fight begins. To fight M. Bison instead, hold SELECT + B + A in the same way.

TARZAN (Disney version)*Passwords*

Note: The following codes are shown in numerical form. To enter them, you must press Up on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

• Highlight the first character of the password, press Up once

- Highlight the second character, press Up twice
- Highlight the third character, press Up six times
- Highlight the last character, press Up three times

Now you can press START to lock in the password.

3 1 2 3—The Jungle is my Playground
0 0 4 5—I'm No Second Banana
1 2 6 3—Jungle Legend
6 6 2 0—Go Out on a Limb
5 4 3 6—Ship Escape

TETRIS DX*Rising Pieces*

At any time during the game, you can make a falling piece rise back up to the top of the screen. (This trick will not work if the falling piece is a four-square block or a straight line of four blocks.) To do the trick with any other piece, hold Left until the falling piece touches the left side of the screen, then continue to hold Left and tap the A button as rapidly as you can. As the piece rotates, it will climb back up to the top of the screen. This also works on the right side of the screen if you hold Right on the D-pad and rapidly tap the B button.

TONY HAWK'S PRO SKATER 2*Passwords*

B 5 8 L P T G B B B B V—All boards & levels unlocked
B 9 ! T M B B B B B V V—Start with Tony Hawk and \$81,910

TOP GEAR POCKET*Password*

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2*Passwords*

P B P P—Scene 2
B J W J—Scene 3
P J B W—Scene 4
W B P P—Scene 5
J P W W—Scene 6
J B P J—Scene 7
W P W P—Scene 8
J J W W—Scene 9
P B W J—Scene 10
B P W W—Scene 11
W W W W—Ending

TUROK 3: SHADOW OF OBLIVION*Secret Passwords*

From the main menu, select "Options," then select "Password." Enter any of the passwords below. You'll hear a special sound effect upon entering a correct code.

Z X L C P M Z—Infinite Ammo

F J V H D C K—Infinite Lives

Easy Difficulty Passwords

S D F L M S F—Mission 2

D V L F D Z M—Mission 3

V F D S G P D—Mission 4

C S D J K F D—Mission 5

Normal Difficulty Passwords

V L X C Z V—Mission 2

D P S D C V X—Mission 3

Z M G F S C M—Mission 4

H W K L F Y S—Mission 5

Hard Difficulty Passwords

C J S D P F M—Mission 2

C M S D K C D—Mission 3

S P F P W L D—Mission 4

T P D F Q G B—Mission 5

TWOUBLE*Passwords*

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny

In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99**(a.k.a. V-RALLY CHAMPIONSHIP EDITION)***Arcade Mode Passwords*

F A S T—Unlock "Medium" courses

F O O D—Unlock "Hard" courses

WACKY RACES*Password*

Enter the password "M UTTLEY" to unlock all of the secret characters and the "Crazy" Cup.

WORMS ARMAGEDDON*Passwords*

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue-colored worm.
5 2 2 6—Tools
2 2 5 5—Construction Site
1 2 4 5—Egypt
3 6 3 1—Pirate
2 6 4 3—Hell
1 4 5 1—Fruit
4 1 3 6—Treehouse
3 6 4 4—Alien
5 4 1 3—Garden
4 3 3 3—Circuit
3 2 6 6—Snow
6 3 1 6—Medieval

WWF WRESTLEMANIA 2000*Championship Passwords*

Each of the following passwords will put you only two matches away from fighting against the game's last opponent, Vince McMahon.
P K D Y—Last Password for Billy Gunn
C T F V—Last Password for Steve Austin
F T D 8—Last Password for The Rock
R C D D—Last Password for X-Pac

X-MEN MUTANT ACADEMY*Unlock Phoenix*

At the title screen, press Down, Right, Up, Left, Right, B, A. If you entered the code correctly, you'll see a special message appear.

Unlock Apocalypse
At the title screen, press Right, Left, Up, Down, Left, Up, B, A. If you entered the code correctly, you'll see a special message appear.

X-MEN: WOLVERINE'S RAGE*Password*

New York—Wolverine's Head, Claws, X Symbol, Wolverine's Body

XTREME SPORTS*Cheat Menu*

At the title screen menu, press Left five times, Up five times, Right five times, Down five times and SELECT five times. A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more. At the Sound Test menu, hold A and press Left or Right to change the number, then press SELECT to listen to it.

See the Ending

At the Sign-In Hut, enter your name as "staff" (all in lowercase). Exit the hut and go left; when you enter the Snack Hut you'll enter a secret level that displays the game's credits.

All Competition Medals

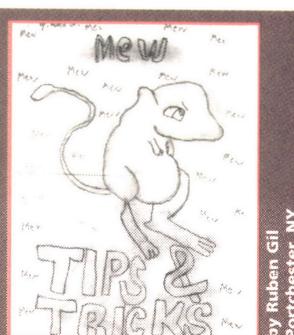
Enter the Sign-In Hut and enter your name as "xyzy" (all in lowercase). Back outside, hold the A button and press SELECT to earn all 400 competition medals instantly. Now all you need to do is find the 20 secret Medals. If you hold A and press SELECT again, the Medal count will return to zero.

YARS' REVENGE*Password*

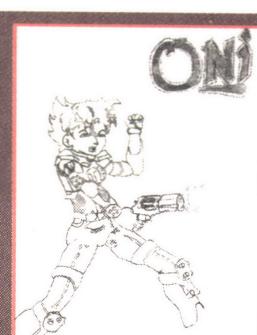
Enter the passcode "+ O O O" to start at any stage up to and including Level 240.



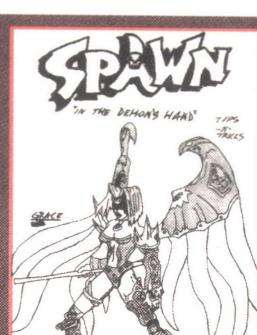
by Eduardo Brito,
San Juan, Puerto Rico



by Ruben Gil,
Portchester, NY



by Juan Duque,
Miami, FL



by Pedro Morales III,
El Paso, TX

Dreamcast tips

4X4 EVOLUTION

Start With \$1,000,000

At any time during gameplay, plug a Dreamcast keyboard into port D. If a message appears, just press **START** to return to the race. Now type the word "goldfinger" on the keyboard and you'll hear a special sound effect. Next, type "givememoneyordie" and you'll hear the same sound effect again. Finally, press **START** to pause the game, then select "Quit." Now when you start a new game in Career mode, you'll have \$1,000,000.

AERO WINGS 2: AIRSTRIKE

Unlock Everything!

At the "Game Select" screen, hold L + X and press Y. You'll hear a special sound effect upon entering this correctly; now all of the planes, maps and missions will be unlocked.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Enter any of the following codes at the "Input Code" screen from the main menu. For the "face of" codes, all surface textures will be replaced by a picture of the corresponding person during gameplay.

J H N N B R Z—Infinite Health
B N G N G B N G M—Maximum ammo
M R C N H R—Play as Sarge
N M M N S—Play as Hoover
T N K K L L R—Play as Riff
N C M N G—Play as Shrap
B G G R N M N—Play as Thick
F R D C H C K N—Play as Scorch
G R M M R P R—Play as Grimm
G R L P W R—Play as Vicki
T N V L L N—Play as Plastro
M D T P R R—Play as Bad Guy
H P P C M P R—Play as Nice Guy
S P R H R—Play as a Super Hero
L T T L L S S—Play as a Little Lass
D N S R—Play as a Dinosaur
P N K B N N—Play as a Pink Bunny
S K L L—Play as a Skeleton
B T T L N—All Characters
S T L T H M D—Stealth Mode
F T H D—Fat Head
S L P H L L W—Headless
P N T H D—Peanut Head
V L S P R T—Evil Spirit
B G F T L V S—Big Foot
D S C M D N S S—Disco Madness
L N R G R V T—Lunar Gravity
R B N M L—Fast speed
L V N G L R G—Giant player
T H D T S T—Test Info
S F F R M V—Unlock "Making Of" video
Level Codes
T R G H T R—Spy Blue
T D B W L—Bathroom
M S T R M N—Riff Mission
T L L T R S—Forest
S C R D C T—Hoover Mission
S T P D M N—Thick Mission
B L Z Z R D—Snow Mission
S R F P N K—Shrap Mission
G N R L M N—Fort Plastro
H T T T R T—Scorch Mission
Z B T S R L—Showdown
H T K T T N—Sandbox
P T S P N S—Kitchen
H X M S T R—Living Room
V R C L N—The Way Home

CRAZY TAXI

Use the Rickshaw Bike

At the character-select screen, highlight the character you would like to play as, then enter the following code very carefully:

Hold L, hold R, release L, release R

Hold R, hold L, release R, release L

Next, press A to confirm your cabbie; you'll hear a bicycle ring if you entered the code correctly. The bike is faster than the standard cabs.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release R once, then hold down R and press A. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down R + START and press A. Don't let go of R + START until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + START and press A. Don't let go of L + START until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down L + R + START and press A. Don't let go of L + R + START until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

Plug a controller into port C, then press **START** on Controller C at any time during the game. Now you can use the following commands on Controller C:

- Press Y to switch the view to one of the "replay" type cameras like in the game's intro.
- Press B to switch the view to inside the driver's seat.
- Press A to return to the original view.
- Press X five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the X button will toggle it on and off.

CRAZY TAXI 2

No Arrows

At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then press **START** again and hold it down while pressing A to lock in your choice. You'll see the words "no arrows" appear in the corner of the screen. Now the arrow that points to your next turn will no longer appear.

No Destination Mark

At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then hold **START** + Y and press A to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.

Speedometer

You need a second controller plugged into Port C to enter the remaining codes. At any

time during a game, hold **START** and press Up five times on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn the speedometer off, just hold **START** and press Up on Controller C again.

Alternate Camera Angles

Use the following button combinations on Controller C to change the camera angle at any time during the game:

- Hold **START** and press X on Controller C to get a rotating camera that moves clockwise around your vehicle. Hold **START** and press X again to make the camera rotate counter-clockwise.
- Hold **START** and press Y on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing Up and Down on the D-pad on Controller C.
- Hold **START** and press B on Controller C to toggle between three additional camera angles. One is a first-person view through the windshield of your cab, one is a close-up view of your passenger's face and one is a low-angle "street" camera. While using the low-angle camera, you can use the D-pad on Controller C to switch between the following three views:

Left—Just behind the left front tire

Right—Just behind the right front tire

Up—Very low, right in front of the vehicle

- Hold **START** and press A on Controller C to return to the default view.

Blue Arrow

If you hold **START** and press L on Controller C during a game, the arrow that points to your destination will be blue instead of green. Unlike the green arrow—which simply points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal.

DRACONUS: CULT OF THE WYRM

Cheat Codes

At the title screen, press X, Y, Y, X, Y, Y. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of the codes below:

Restore Health—Hold L + R and press **Left**.
Level Skip—Hold L + R and press **Down**.
Super Code—Hold L + R and press **Right**.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. To access the level select, you must return to the main menu after entering the code.

1st Person View—L, Left, R, Right, X, X, Down, Down, R, L

Invincibility—Up, Down, Left, Right, X, Up,

Down, Left, Right, Y

More Grenades—Down, Down, Down, Down,

Down, Up, Up, Up, R

More Lives—A, B, X, Y, L, R, Up, Down, Left,

Right

More Credits—A, B, Left, A, B, Right, B, A,

Down, R

Level Select—Up, Down, Up, Down, Up,

Down, Left, Right, Right, Y

Level Skip—Y, Y, X, L, R, Down, Down, Up,

Up

Watch Ending—L, R, L, R, Left, Right, Left,

Right, Y, X

F355 CHALLENGE: PASSIONE ROSSA

Extra Courses

At the "Options" menu, hold down X + Y. When you do this, a new menu item, "Pass-

word" will appear. While still holding X + Y, move the cursor to "Password" and press A. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.

C i n q u e V a l v o l e—Unlock Fiorano

L i e b e F r a u M i c h—Unlock Nurburgring

S t a r s & S t r i p e s—Unlock Laguna Seca

K u a l a L u m p u r—Unlock Sepang

D a y s o f T h u n d e r—Unlock Atlanta

FIGHTING FORCE 2

Stage Select

At the title screen, press **Left**, **Up**, **X**, **Up**, **Right**, **Y**. Now choose "Start Game;" a level-select menu will appear.

GIGA WING

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press B, X, Y, B, Y, X, B. When you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

M U C H C A S H—Start with \$500,000

U L T I M A T E—Start with \$9,999,999

B I G G U N S—Start with all weapons

B I G C A T S—Start with 99 lives

S E S A M E—Unlock all levels

I N F I N I T Y—Infinite energy

L A W L E S S—No police

D B L W A M M Y—Start with infinite Double Damage power-up

S C O O B Y D O—Start with infinite invisibility

B I G F R I E S—Start with Shotgun & infinite ammo

T O A S T I E S—Start with Flame Thrower &

infinite ammo

W O U N D E D—Blood splats

A L L F R E N D—Max. respect for all gangs

E R R H U H—All pedestrians are Elvis

L O S T T O Y S—Resort weapons even if you get arrested or die

HIDDEN AND DANGEROUS

Unlock Cheats & All Missions

From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press A. If you entered the code correctly, the name should become erased automatically. Now press B to return to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" within the pause menu.

More Cheats

These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.

e n e m y b—Toggle enemy view backward

e n e m y f—Toggle enemy view forward

r e s u r e c t—Resurrect dead teammates

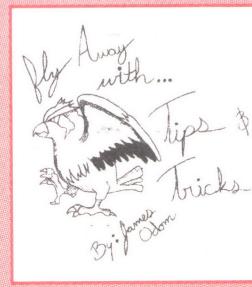
f u n n y h e a d—Big heads

THE HOUSE OF THE DEAD 2

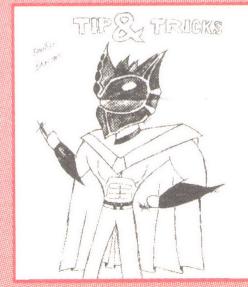
Display Score

At the title screen—when the words "Press Start" appear—press Left, Left, Right, Right, Left, Right, START on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

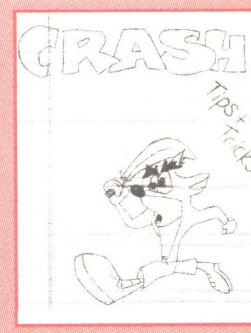
TIPS & TRICKS Reader Art Gallery



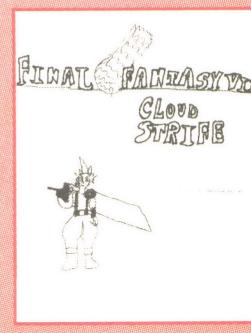
by James Odom,
Perry, FL



by Philip Dumas,
Dayton, OH



by Jake Bauer,
Claypool, IN



by Arik Channel,
Suisun, CA

Snow—1-2-1-Left
 Blizzard—1-3-1-Left
 Rain—1-4-1-Left
 Fog—1-2-3-Up
 Night Fog—1-2-3-Left
 Thick Fog—1-2-3-Down
 Swamp Fog—1-2-3-Right

NFL BLITZ 2001

Secret Cheats

At the match-up screen just before the game starts—while the announcer is saying “Today’s contest,” etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the “No Punting” code (1-5-1-Up), press Turbo once, Jump five times and Pass one time, then press Up on the D-pad. A message will appear to confirm each code.
 Show field goal %—0-0-1-Down
 No CPU assistance—0-1-2-Down
 Show more field—0-2-1-Right
 Fast tubo running—0-3-2-Left
 Super blitzing—0-4-5-Up
 Big football—0-5-0-Right
 Hide receiver name—1-0-2-Right
 Tournament mode—1-1-1-Down
 No play selection—1-1-5-Left
 Super field goals—1-2-3-Left
 No punting—1-5-1-Up
 No first downs—2-1-0-Up
 Allow out-of-bounds—2-1-1-Left
 Deranged blitz—2-1-2-Down
 Always QB—2-2-2-Left
 Always receiver—2-2-2-Right
 Unlimited throws—2-2-3-Right
 Power-up teammates—2-3-3-Up
 Fast passes—2-5-0-Left
 Power-up offense—3-1-2-Up
 Power-up blockers—3-1-2-Left
 Smart CPU—3-1-4-Down
 No highlighting of receivers—3-2-1-Down
 Ultra hard Blitz—3-2-3-Up
 Mystery ball—3-2-3-Left
 No interceptions—3-4-4-Up
 Power-up speed—4-0-4-Left
 Power-up defense—4-2-1-Left
 No random fumbles—4-2-3-Down
 Super passing—4-2-3-Right
 Invisible player—4-3-3-Up
 Snowy weather—5-2-5-Down
 Rainy weather—5-5-5-Right
 Hyper blitzing—5-5-5-Up

NHL 2K

Big Head Mode + Unlock Black Box Team

Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold L + R and quickly press B, B, X. After inputting it correctly, you’ll hear a voice say “Oh, Black Box baby.” When you start a game, all the players except for goals will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu

At any time during gameplay, press START to pause, then hold L + R and press Left, B, X, Left, B, X, Left, B, X, A. If you enter the code correctly the “Cheats” menu will immediately appear.

Full Health

At any time during gameplay, hold X + Y and press B to restore all your health.

PHANTASY STAR ONLINE

Extra Costumes

At the main menu, select “New Game.” At the Character Creation screen, select “Character Name,” then enter one of the names below that corresponds to the character type you selected. After entering the name correctly, you’ll hear a special sound effect; additional costumes will now be available for your character. Also, the “Character Name” field

will still be blank after entering the code.

```
K S K A U D O N S U —HUmair
M O U E O S R H U N —HUnwearl
R U U H A N G B R T —HUcast
S O U D E G M K S G —RAmar
M E I A U G H S Y N —RAcast
N U D N A F J O H —RAcasel
D N E A O H U H E K —FOnamr
A S U E B H E B U I —FOnewm
X S Y G S S H E O H —FOnewearl
```

PLASMA SWORD

Secret Characters

At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.
 Kaede—Move the cursor to Rain, then press Down, Down, Left, Left, Up. Kaede will appear in the upper left corner.
 Rai-On—Move the cursor to Byakkо, then press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in the upper right corner.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers

Enter any of the following passcodes at the “Name Your Gym” screen when you start a new game in Championship mode. You’ll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
 RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.

RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.

MOSMAI—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.

POD SI!—Champ Class. In Arcade mode, all boxers are also unlocked.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game’s menu screens, but it’s probably easiest to input them at the character-select screen. You’ll hear the bell ring to confirm each code; if you can’t get a code to register, don’t press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press Left, Left, Right, L, Left, Right, Right, R, R, L.

Press the X button to cycle through each fighter’s different outfits.

Faster gameplay—Press Right, Right, Up, Up, Down, Right, then R four times, then L.

Hyper speed mode—Press Left, Left, Down, Up, Down, Right, Right, then R 19 times, then L.

See the Ending—Press Right, Right, Right, Down, R, L, then exit to the main menu if you’re not already there.

Championship fight vs. Rumbleman—Press L, Down, Right, Up, Left, then R six times, then L, then R, R, L.

Zombie boxer—Press Left, Up, Right, Down, R, R, L.

Big gloves—Press Left, Right, Up, Down, R, L.

Extra fat boxer—Press Right, Right, Up, Down, Right, R, R, L.

Extra thin boxer—Press Right, Right, Up, Down, Right, R, L.

Extra camera angles—Press R 20 times, then L, then R, then L, then R 21 times, then L, then R 18 times, then L, then R nine times, then L, then R 14 times, then L, then R five times, then L, Left, Right, Up, Down, L.

Unlike the above codes, you’ll hear an explosion and the word “RUMBLE!” when you enter this one correctly. Now start a game and press START to pause; you’ll find 15 new camera angles to choose from, including a “Player 1 Camera Control” option that allows you to position

the camera anywhere you want by using the four main action buttons.

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your “Rumble” meter:

Level 1—R, L, Down, Up, Up, Left, R, R, R, L
 Level 2—R, R, L, Down, Up, Up, Left, R, R, R, R, L
 Level 3—L, R, R, L, R, L, R, R, R, L, Left, Right, Up, Down

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RESIDENT EVIL 2

Unlimited Ammo

At any time during gameplay, press B to enter the Status Screen, then, press Up, Up, Down, Down, Left, Right, Left, Right, R. The number representing remaining ammunition for your weapons will change to the infinity symbol immediately after entering the code correctly.

SEGA RALLY 2

30 FPS Mode

At the title screen, press Up, A, Down, Down, Left, Right, B, B, Up. You’ll hear a sound effect to confirm. During races, the game’s maximum “frame rate” will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game’s “frame rate” is higher; however, the frame rate may drop when there are too many objects on the screen.)

Remove Effects and Backgrounds

At the title screen, press Up, A, Down, Down, Left, Right, B, B, Down. You’ll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility

In the middle of a game, hold L + R and press B on the controller plugged into port B. You’ll hear a special sound effect and the words “God Mode Enabled” will appear on the screen. Repeat the code to disable it.

Extra Items

At any time during a game, hold L + R and press the X button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.

Reduce Enemy Attacks

At any time during a game, hold L + R and press A on the controller plugged into port B. You’ll hear a special sound effect and the words “AI Firing Disabled” will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SOUL FIGHTER

Secret Codes

At the title screen, hold Left + Y. Continue to hold these buttons until “Start” and “Options” appear on the screen. Then, enter the “Options” screen and select “Exit.” Instead of exiting back to the main menu, the “Enter Code” screen will appear. At this point you may enter any of the codes below: After entering a correct code you’ll hear a special sound effect.

Extra energy—A B X X Y A

Max. weapons—X A A Y B B

Level 2—A B A X Y A

Level 3—X A Y A A B

Level 4—Y B A X A

Level 5—B A B X X Y

Level 6—X A B Y Y

Level 7—A B X Y B

Level 8—Y B B A X Y

Level 9—B Y A A X B

Level 10—X A B B A X

Level 11—Y B X A B

Level 12—X B A X Y

SPACE CHANNEL 5

Auto Play Mode

At any time during gameplay, hold L + R and press Up, Left, A, Left, A, Down, Right, B, Right, B. Now the computer will play the game perfectly for you.

SPEED DEVILS

Cheat Codes

Enter the following codes at any time during a game. The words “Cheat Code Notification” will appear on the screen after entering a correct code.

Unlock cars and tracks—B, Right, B, Right, Up, B, Up

Infinite nitro—Down, Up, Down, Up, A, X, A
 Skip current class (Championship Mode only)—Down, Right, Down, Right, A, X, A
 Gain \$100,000 (Championship Mode only)—A, Right, Up, B, A

SPIDER-MAN

Cheat Codes

Enter any of the following codes at the “Cheats” menu from within the “Special” menu. You’ll receive special confirmation after entering a correct cheat code. Note the spaces in some of the cheats.

WEAKNESS—Full health

LEANEEST—Unlock everything

ADMNTIUM—Invulnerable

GLANDS—Unlimited webbing

EGOTRIP—Pulsating head

STICKMAN—Stick Spidey

FUNKYTWN—Toon Spidey

SECRTRWAR—Symbiote Spidey costume

MIGUELOH—Spidey 2099 costume

TRISNTNL—Captain Universe costume

SYNOPTIC—Spidey Unlimited costume

XILTRNRS—Scarlet Spider costume

KICK ME—Amazing Bag Man costume

MRWATSON—Peter Parker costume

SM LVIII—Quick Change costume

CLUBNOIR—Beet Reilly costume

ROBERTSON—Storyboard Viewer

KIRBYFAN—Game comic covers

MME WEB—Level select

FANBOY—Comic collection

CINEMA—Movie Viewer

RGSGLRY—Character Viewer

STAR WARS: DEMOLITION

Secret Passcodes

At the main menu, select “Options,” then select “Preferences.” Next, press L + R and a passcode entry interface will appear. Now you can enter any of the items below. You won’t receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.

WATTO, SHOP—Unlock characters

SAD_MOVIES—Watch some movies

MOVIE_SHOW—Watch more movies

STAR WARS EPISODE 1: JEDI POWER BATTLES

Jedi Power Battle Mode

First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select “New Game,” then select “2 Player.” Afterward, at any time during gameplay, on the first player’s controller hold R + X + Y + B and press A. If you entered the code correctly, the text “Jedi Power Mode On!” will appear. Now each player can damage the other with their own attacks. Enter the code again to disable its effects.

Radar Map

At any time during gameplay, press START to pause, then press Up, Down, Up, L, R, L, A.

TIPS & TRICKS Reader Art Gallery



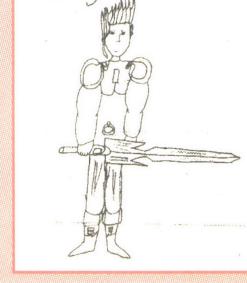
by Rudy Oroscio,
San Angelo, TX



by Ryan Kemp,
Ft. Washington, MD



by Israel Gonzalez,
Cleveland, OH



by Mike Cueto,
Stratford, CT

radar will appear at the top of the screen. **Warp to Last Checkpoint**
At any time during gameplay, press **START** to pause, then press L, R, L, L, R, R, L, R, R. You'll be instantly transported to the last checkpoint you reached.

STREET FIGHTER ALPHA 3

Play as **Shin Akuma**

At the character-select screen, move the cursor to Akuma, then hold **START** and press A.

STREET FIGHTER III DOUBLE IMPACT

Extra Options

From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold L + R, move the cursor to "Option," then press **START**. Next, without letting go of L + R, press Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right. If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams

At the main menu, press Up, Up, Right, Right, Y, Y, Y; you'll see the Infogrammes logo in the corner of the screen zoom in and out.

Manual Ball Control

At any time during gameplay, press **START** to pause the game, then press Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, R, L. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down L + R and press Left or Right at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes

From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.

E R E T T H—Unlock all tracks

D F G Y—Unlock all cars

P O I O P—Unlock all Challenges

R F G T R—Unlock "Stop The Bomber"

F F O E M I T—Freeze time limit

A K J G Q—6,000,000 credits

TEST DRIVE LE MANS

Secret Codes

From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.

G O O Z—Unlock all tracks

C A R N A G E—Unlock all Championship Classes

M O N S T A—Unlock all cars

TNN MOTOSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.

Unlock LE-2001—Y, X, Right, Left, Right, Left, Down, Down, Up, Up

Unlock T4 jet aircraft—Left, Right, Down, X, X, X, X

Random weather in Time Attack—R, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y

TOM CLANCY'S RAINBOW SIX

Secret Codes

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower

left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.

Clothesline Mode—Hold the analog joystick Left + D-pad Down and press B.

Rude Mode—Hold the analog joystick Down + the D-pad Down and press B.

Turn Victory Conditions Off—Hold the analog joystick Up + the D-pad Down and press B.

Team God Mode—Hold the analog joystick Left + the D-pad Down and press A.

Avatar God Mode—Hold the analog joystick Up + the D-pad Down and press A.

Heavy Breathing Mode—Hold the analog joystick Down + the D-pad Down and press A.

Mega Head Mode—Hold the analog joystick Left + the D-pad Down and press X.

Big Head Mode—Hold the analog joystick Up + the D-pad Down and press X.

Stumpy Mode—Hold the analog joystick Left + the D-pad Down and press Y.

Side Scroller Mode—Hold the analog joystick Down + the D-pad Down and press Y.

Turn Brains Off—Hold the analog joystick Up + the D-pad Down and press Y.

Polska Mode—Hold the analog joystick Down + the D-pad Down and press X.

Maximum stats—Hold L and press A, Y, B, X, Y, Up, Down

Extremely low gravity—Hold L and press Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y

Flying skater—Hold L and press Up, Up, Up, Up, A, X, Up, Up, Up, A, X, Up, Up, Up, Up, Up

25% faster gameplay—Hold L and press Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B

Infinite Special—Hold L and press A, Y, B, X, Up, Left, X, Right, Up, Left

Big head mode—Hold L and press X, B, Up, Left, X, Right, Up, Left

Home Alone—Play alone in Arcade Mode

Hi Ceiling—Hover higher

Old Levels—Unlock original V8 levels

No Gravity—No gravity

Blast Fire—Super missiles

Under Fire—Attract enemies

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.

Unlock almost everything—Hold L and press A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B

Unlock Trixie—Hold L and press Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A

Turn blood off/on—Hold L and press Right, Up, X, Y

Big head mode—Hold L and press X, B, Up, Left, Left, X, Right, Up, Left

Home Alone—Play alone in Arcade Mode

Hi Ceiling—Hover higher

Old Levels—Unlock original V8 levels

No Gravity—No gravity

Blast Fire—Super missiles

Under Fire—Attract enemies

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press the **A** button twice. Next, press L + R at the same time. You'll then be able to enter any of the following codes at the bottom of the screen. For the "Watch all endings" code, press **A** again immediately after entering the code.

Lla_Kcolnu—Unlock all characters

Lla_Dortoh—Maximum stats

Elbincivni—Invincibility

Rapid_Fire—Faster firing rate

More_Speed—Faster cars

Go_Ramming—Heavier cars

Quick_Play—Quick start in Arcade Mode

Home_Alone—Play alone in Arcade Mode

Hi_Ceiling—Hover higher

Old_Levels—Unlock original V8 levels

No_Gravity—No gravity

Blast_Fire—Super missiles

Under_Fire—Attract enemies

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press the **START** button. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.

Team F.C. Sega—France, Chile, South Africa, England, Germany, Argentina.

Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.

Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press A.

WACKY RACES

Cheat Codes

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.

WackyGIVEAWAY—All Challenges & Tracks

WACKYSPOILERS—All Cars

BARGAINBASEMENT—All Abilities

CRACKEDNAILS—Super Difficult Mode

WILD METAL

Cheat Codes

Enter any of the following codes at any time during gameplay using the D-pad (not the analog joystick):

Invincibility—Y, Right, B, Left, X, Down

Full health—Down, Down, A, X, B, X

All weapons—A, A, Right, Y, A, Right

Speed boost—Up, X, Down, B, A, Y

Show all Power Core locations—Y, B, A, Left, Down, Down

Enemies don't attack—B, Down, A, Down, X, Y

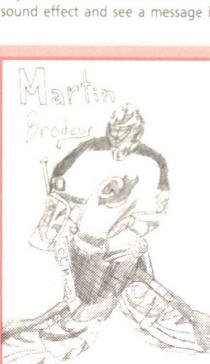
ZOMBIE REVENGE

Fighting Mode Stage Select

At the Fighting Mode screen, hold **START** and press A. A stage select screen will appear before the character selection screen.

Alternate Costume

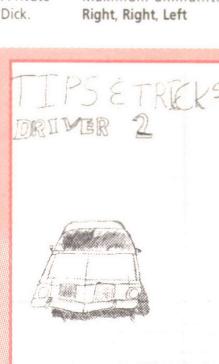
At the character select screen, hold the **START** button and press B. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



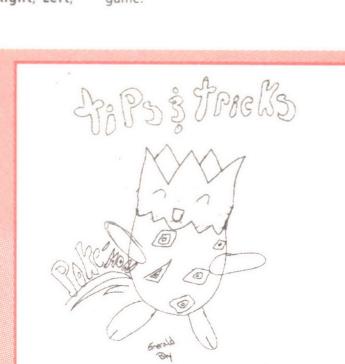
by Mikhail Marinus
Teaneck, NJ



by Joe Foelker,
Grand Junction, CO



by Jake Anderson,
Tentino, WA



by Emerald Bly,
Grand Junction, CO



Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Blast Lacrosse

80094FC0-0063—Home team scores 99
80094FC0-0000—Home team scores 0
80095060-0063—Away team scores 99
80095060-0000—Away team scores 0
800C2C14-00FF—Home team has infinite turbo
800C2C14-0000—Home team has no turbo
800C2C18-00FF—Away team has infinite turbo
800C2C18-0000—Away team has no turbo
80094FDC-000A—Home team always on fire
80094FDC-0000—Home team never on fire
8009507C-000A—Away team always on fire
8009507C-0000—Away team never on fire
80088B1C-0001—Unlock last man standing
80088B20-0001—Unlock Hot Potato
80088B24-0001—Unlock Suicide
800C2C34-0004—Start on 4th quarter
800A7964-00FF—Infinite shot clock
800A7964-0000—Exploding players

Bombing Islands

80072E08-1400—Infinite time
80072E96-0000—Have 0 steps

Dave Mirra BMX: Maximum Remix

300832F8-0015—Unlock levels (Dave Mirra)
300832F9-0005—Unlock costumes (Dave Mirra)
300832FA-0005—Unlock bikes (Dave Mirra)
30083558-0015—Unlock levels (Ryan Nyquist)
30083559-0005—Unlock costumes (Ryan Nyquist)
3008355A-0005—Unlock bikes (Ryan Nyquist)
300837B8-0015—Unlock levels (Troy McMurray)
300837B9-0005—Unlock costumes (Troy McMurray)
300837BA-0005—Unlock bikes (Troy McMurray)
30083A18-0015—Unlock levels (Mike Laird)
30083A19-0005—Unlock costumes (Mike Laird)
30083A1A-0005—Unlock bikes (Mike Laird)
30083C78-0015—Unlock levels (Chad Kagy)
30083C79-0005—Unlock costumes (Chad Kagy)
30083C7A-0005—Unlock bikes (Chad Kagy)
30083ED8-0015—Unlock levels (Tim Mirra)
30083ED9-0005—Unlock costumes (Tim Mirra)
30083EDA-0005—Unlock bikes (Tim Mirra)
30084138-0015—Unlock levels (Kenan Harkin)
30084139-0005—Unlock costumes (Kenan Harkin)
3008413A-0005—Unlock bikes (Kenan Harkin)
30084398-0015—Unlock levels (Shaun Butler)
30084399-0005—Unlock costumes (Shaun Butler)
3008439A-0005—Unlock bikes (Shaun Butler)
300845F8-0015—Unlock levels (Leigh Ramsdell)
300845F9-0005—Unlock costumes (Leigh Ramsdell)
300845FA-0005—Unlock bikes (Leigh Ramsdell)
30084585-0015—Unlock levels (Joey Garcia)
30084859-0005—Unlock costumes (Joey Garcia)
3008485A-0005—Unlock bikes (Joey Garcia)

Dragon Ball GT

80038CC4-FFFF + 80038CC6-FFFF + D005686C-0180 +
8003BCA4-0011 + D005686C-0180 + 8003BCA6-0011—
Unlock all secret characters
8003BC7C-0107—Enable all blocks (Build Mode)

The Land Before Time: Great Valley Racing Adventure

D005DBD0-0000 + 8005DBD0-0002—Start on last lap
8004D6F0-0001—Have speed burst
D007770A-FEFF + 80083B4A-CB09—Press L2 for traction
8005D8EE-FFFF—Unlock all obstacles
8004D724-0000—Stop timer (obstacles)

Mat Hoffman's Pro BMX

8005ED08-0063 + 8005ED0C-FFFF + 8005ED0E-FFFF +
8005ED10-FFFF + 8005ED12-FFFF + 8005ED14-FFFF—
Unlock all levels (Mat Hoffman)
8005ED40-0063 + 8005ED44-FFFF + 8005ED46-FFFF +
8005ED48-FFFF + 8005ED4A-FFFF + 8005ED4C-FFFF—
Unlock all levels (Mike Escamilla)

8005ED78-0063 + 8005ED7C-FFFF + 8005ED7E-FFFF +
8005ED80-FFFF + 8005ED82-FFFF + 8005ED84-FFFF—
Unlock all levels (Cory Nastazio)
8005EDB0-0063 + 8005EDB4-FFFF + 8005EDB6-FFFF +
8005EDB8-FFFF + 8005EDBA-FFFF + 8005EDBC-FFFF—
Unlock all levels (Joe Kowalski)
8005EDE8-0063 + 8005EDEA-FFFF + 8005EDEC-FFFF +
8005EDF0-FFFF + 8005EDF2-FFFF + 8005EDF4-FFFF—
Unlock all levels (Rick Thorne)
8005EE20-0063 + 8005EE24-FFFF + 8005EE26-FFFF +
8005EE28-FFFF + 8005EE2E-FFFF + 8005EE2C-FFFF—
Unlock all levels (Dennis McCoy)
8005EE58-0063 + 8005EE5C-FFFF + 8005EE5E-FFFF +
8005EE60-FFFF + 8005EE62-FFFF + 8005EE64-FFFF—
Unlock all levels (Kevin Robinson)
8005EE90-0063 + 8005EE94-FFFF + 8005EE96-FFFF +
8005EE98-FFFF + 8005EE9A-FFFF + 8005EE9C-FFFF—
Unlock all levels (Simon Tabron)
8005ED36-00FF—Unlock all bikes (Mat Hoffman)
8005ED6E-00FF—Unlock all bikes (Mike Escamilla)
8005EDAA-00FF—Unlock all bikes (Cory Nastazio)
8005EDDE-00FF—Unlock all bikes (Joe Kowalski)
8005EE16-00FF—Unlock all bikes (Rick Thorne)
8005EE4E-00FF—Unlock all bikes (Dennis McCoy)
8005EE86-00FF—Unlock all bikes (Kevin Robinson)
8005EEBE-00FF—Unlock all bikes (Simon Tabron)
8005ED38-0A0A + 8005ED3A-0A0A + 8005ED3C-0A0A +
8005ED3E-0A0A—Max. stats (Mat Hoffman)
8005ED70-0A0A + 8005ED72-0A0A + 8005ED74-0A0A +
8005ED76-0A0A—Max. stats (Mike Escamilla)
8005EDAA-0A0A + 8005EDAA-0A0A + 8005EDAC-0A0A +
8005EDAE-0A0A—Max. stats (Cory Nastazio)
8005EDDE-0A0A + 8005EDE2-0A0A + 8005EDE4-0A0A +
8005EDF6-0A0A—Max. stats (Joe Kowalski)
8005EE18-0A0A + 8005EE1A-0A0A + 8005EE1C-0A0A +
8005EE1E-0A0A—Max. stats (Rick Thorne)
8005EE50-0A0A + 8005EE52-0A0A + 8005EE54-0A0A +
8005EE56-0A0A—Max. stats (Dennis McCoy)
8005EE88-0A0A + 8005EE8A-0A0A + 8005EE8C-0A0A +
8005EE8E-0A0A—Max. stats (Kevin Robinson)
8005EEC0-0A0A + 8005EEC2-0A0A + 8005EEC4-0A0A +
8005EEC6-0A0A—Max. stats (Simon Tabron)
80026F80-090A—Balance, Special, Grind Meter, Big Air
80026F80-090F—Balance, Special, Grind Meter, Moon Jump

MLB 2002

D31D7220-0000 + 801D7220-03E7—Infinite creation points
D00BB8D4-0001 + 800BB8D4-0003—1 out per inning
D00BB8D4-0002 + 800BB8D4-0003—2 out per inning
D00BB8D8-0001 + 800BB8D8-0004—1 ball for walk
800BB8D6-0000—Never strike out
D00BB8D6-0001 + 800BB8D6-0003—1 strike and you're out
D00BB8D8-0001 + 800BB8D8-0004—1 strike and you walk

World's Scariest Police Chases

800FC0BA-0014—Unlock missions (Pursuit mode)
800FC342-0014—Unlock missions (Single mission)
800FC340-FFFF—Unlock locations (Free Patrol)
800FC344-FFFF—Unlock bonus items
80068454-2400—Infinite ammo
80070E4-2400—Infinite health (enemies too)

PlayStation 2

Cool Boarders 2001

EC8782281448-37FC—(M) Must be on
4CA7A5B01456-B00C—Infinite time
1C8F498461DF-B00C—Quick Race boarders
1C8F29F861DF-B00C—All Career boarders
7C8F466C1458-E7A6 + 3D9882291456-E7A5—All Quick-Race tracks
7C8F29B81446-E7A6 + 3D9882291456-E7A5—All Career events
4CA7BEF01456-089C—Plenty of coins

Crazy Taxi

EC907FE0143C-2534—(M) Must be on
4CA872C1456-E00C—Infinite fare time
1CBA840817E9-C70C—Max. cash earned
4CD23A781456-E404—Big Drift Combo
4CD23C3C1456-E7A6—1 balloon left
0CD237301456-E59D + 4CA7267E1456-29A5—Press R1 + L3 for speed burst
0CD237301456-E5A5 + 4CA7267E1456-1FA5—Press L3 for ultra speed
0CD237301456-E6A5 + 4CBA84F41456-E7A5—Press □ for more time
0CD237301456-E6A5 + 4CBA84F41456-E7A5—Press SE-LECT for no time
4CD23E0C1456-E404—999 customers

Gauntlet Dark Legacy

EC8785D41440-F2A4—(M) Must be on
4CB5A1201456-B00C—All characters, Player 1
4CB5CA201456-B00C—All characters, Player 2
4CB5F7201456-B00C—All characters, Player 3
4CB520201456-B00C—All characters, Player 4
4CB5B0981456-089C—Infinite gold, Player 1
4CB5DD981456-089C—Infinite gold, Player 2
4CB506981456-089C—Infinite gold, Player 3
4CB533981456-089C—Infinite gold, Player 4
4CB5B0861456-29A9—Infinite health, Player 1
4CB5D0861456-29A9—Infinite health, Player 2
4CB506861456-29A9—Infinite health, Player 3
4CB533861456-29A9—Infinite health, Player 4
4CB597E61456-25DD—Infinite special, Player 1
4CB5C8761456-25DD—Infinite special, Player 2
4CB5F4761456-25DD—Infinite special, Player 3
4CB521761456-25DD—Infinite special, Player 4
4CB5C381456-E788—Level 99, Player 1
4CB5E381456-E788—Level 99, Player 2
4CB519381456-E788—Level 99, Player 3
4CB542381456-E788—Level 99, Player 4

Gradius III & IV

EC878D781433-BDF8—(M) Must be on
4D97937A1456-D7A5—Infinite lives in *Gradius III*
3C20E301456-E7A8—Infinite lives in *Gradius IV*
DC1982814C-4667 + 4C20E2661456-EBA2 +
4C20E2681456-EBA5 + 4C20E27C1456-E79D—Power Ship in *Gradius IV*

Heroes of Might & Magic

EC87DB041456-E60A—(M) Must be on
4CBD023A1456-E6A6 + 7CBD02401457-E7A6 +
4CC07F381456-E7A6—Run fast
4CC07F2C1456-E7A6—Show Damage Bubbles
1CBE996C17E9-C70C—Infinite gold
4CBE9761456-E404—Plenty of Leadership
4CBE979C1456-300C—Big Commission
4CBE979A1456-E7A5—No followers killed
4CBE97A01456-E404 + 4CBE979E1456-E404 +
4CBE97A1456-E404 + 4CBE97A21456-E404 +
4CBE97A81456-E404—Extra members
4CC062CC1456-E404 + 4CC062DC1456-E404 +
4CC062EC1456-E404 + 4CC062FC1456-E404 +
4CC0620C1456-E404—Extra lives (battle)
0CC0621C1426-E7A6 + 4CC0621C1456-E7A6 +
0CC0652C1426-E7A6 + 4CC0652C1456-E7A6 +
0CC0653C1426-E7A6 + 4CC0653C1456-E7A6 +
0CC0654C1426-E7A6 + 4CC0654C1456-E7A6 +
0CC0655C1426-E7A6 + 4CC0655C1456-E7A6—
Easy battles

Ridge Racer V

ECC010F01456-E60A—(M) Must be on
3D7552681456-E7A8—Infinite retries
1D48828C1456-E7A5—Zero time, Lap 1
1D7552A817E9-C70C—Max. distance
1D4882901456-E7A5—Zero time, Lap 2
1D4882941456-E7A5—Zero time, Lap 3
4D7552A21456-E69C—Enable extra GPs
3D7552C91456-E7A6 + 3D7552CD1456-E7A6 +
4D7552CA1456-E9A6—Extra race modes
1D7574501355-E6A6 + 1D757451355-E6A6—Trophies
1D7552F01654-E5A7 + 1D7552F41654-E5A7 +
1D7552F81654-E5A7 + 1D7552FC1654-E5A7 +
1D7552001654-E5A7 + 1D7552041654-E5A7 +
1D7552081654-E5A7—All cars

Silphied

EC86FC281438-3CA0—(M) Must be on
3CB77FC1456-E79F—Infinite shield
4CB76541456-B00C—All weapons

Tokyo Xtreme Racer

EC85E4301456-E79B—(M) Must be on
4CA25EA1456-E79C—Max. cash
1C488201492-1C65—Infinite SP, Player 1
1C488201456-E7A5—No SP, Player 1
1C488241492-1C65—Opponent has infinite SP
1C488241456-E7A5—Opponent has no SP

WinBack

EC87E8541456-E60A—(M) Must be on
3CBBC411456-E781—Infinite health, Player 1
3CBBC3D1456-E79E—No-reload Pistol, Player 1
3CBBC391456-E79D—No-reload Shotgun, Player 1
3CBBCD1F1456-E7AB—No-reload SMG, Player 1
3CA3F73C1456-E79D—No-reload Silence, Player 1
3CA3F737F1456-E79D—Infinite C4, Player 1
3CA3F73F1456-E7A1—Infinite rockets, Player 1
3CBCE711456-E781—Infinite health, Player 2
3CBCE60D1456-E79E—No-reload Pistol, Player 2
3CBCE0691456-E79D—No-reload shotgun, Player 2
3CC092CC1456-E79F—Always secret "Vs." Level



Nintendo 64

Mario Party 3

F10824D0-2400—Enable code (must be on)
 810CC0DE-FFFF + 810CC0E0-FFFF + 810CC0E2-FFFF +
 810CC0E4-FFFF—Unlock mini-games
 800CDBD5-000A—Player 1 always rolls 10
 800CDBD5-0001—Player 1 always rolls 1
 800CDC21-000A—Player 2 always rolls 10
 800CDC21-0001—Player 2 always rolls 1
 800CDC6D-000A—Player 3 always rolls 10
 800CDC6D-0001—Player 3 always rolls 1
 800CDCB9-000A—Player 4 always rolls 10
 800CDCB9-0001—Player 4 always rolls 1
 D10D5546-8800 + 800CDBD5-000A + D10D5546-8800 +
 800CDC21-000A + D10D5546-8800 + 800CDC6D-000A +
 D10D5546-8800 + 800CDCB9-000A—Player 1 press A +
 D-pad Up to roll 10 (all players)
 D10D5546-8400 + 800CDBD5-0001 + D10D5546-8400 +
 800CDC21-0001 + D10D5546-8400 + 800CDC6D-0001 +
 D10D5546-8400 + 800CDCB9-0001—Player 1 press A +
 D-pad Down to roll 1 (all players)
 D10D5546-0028 + 810D112-03E7—Player 1 press L + C▲
 for max. coins for Player 1
 D10D5546-0021 + 810D114A-03E7—Player 1 press L + C▼
 for max. coins for Player 2
 D10D5546-0022 + 810D118Z-03E7—Player 1 press L + C◀
 for max. coins for Player 3
 D10D5546-0024 + 810D11BA-03E7—Player 1 press L + C▼
 for max. coins for Player 4
 D10D5546-0018 + 810D112-0000—Player 1 press R + C▲
 for no coins for Player 1
 D10D5546-0011 + 810D114A-0000—Player 1 press R + C▼
 for no coins for Player 2
 D10D5546-0012 + 810D118Z-0000—Player 1 press R + C◀
 for no coins for Player 3
 D10D5546-0014 + 810D11BA-0000—Player 1 press R + C▼
 for no coins for Player 4
 D10D5546-0008 + 800D1116-0064—Player 1 press A + C▲
 for max. stars for Player 1
 D10D5546-0001 + 800D114E-0064—Player 1 press A + C▼
 for max. stars for Player 2
 D10D5546-0002 + 800D1186-0064—Player 1 press A + C◀
 for max. stars for Player 3
 D10D5546-0004 + 800D11BE-0064—Player 1 press A + C▼
 for max. stars for Player 4
 D10D5546-0008 + 800D1116-0000—Player 1 press B + C▲
 for no stars for Player 1
 D10D5546-0001 + 800D114E-0000—Player 1 press B + C▼
 for no stars for Player 2
 D10D5546-0002 + 800D1186-0000—Player 1 press B + C◀
 for no stars for Player 3
 D10D5546-0004 + 800D11BE-0000—Player 1 press B + C▼
 for no stars for Player 4
 D10D5546-0008 + 800D1116-0005—Player 1 press A + C▲
 for max. hearts for Player 1
 D10D5546-0001 + 800D114E-0005—Player 1 press A + C▼
 for max. hearts for Player 2
 D10D5546-0008 + 800D1116-0000—Player 1 press B + C▲
 for no hearts for Player 1
 D10D5546-0001 + 800D114E-0000—Player 1 press B + C▼
 for no hearts for Player 2
 D10D5546-0030 + 800CD05B-0001—Player 1 press L + R
 for first turn
 D10D5546-0010 + 800CD05B-0063—Player 1 press R for
 last turn

Pokémon Stadium 2

D10CE066-0030 + 80145767-0000 + D10CE066-0030 +
 801457C7-0000 + D10CE066-0030 + 8014576F-0000 +
 D10CE066-0030 + 8014581F-0000—Player 1 press R + L to
 KO opponents
 801AAFB0D-00FF + 801AAFBF-00FF—Infinite + max HP (in
 battle) Gold + Silver
 801ABEED-00FF + 801ABEEF-00FF—Infinite + max. HP
 (1st Pokémon) Gold + Silver
 801ABF1D-00FF + 801ABF1F-00FF—Infinite + max. HP
 (2nd Pokémon) Gold + Silver
 801ABF4D-00FF + 801ABF4F-00FF—Infinite + max. HP
 (3rd Pokémon) Gold + Silver
 801ABF7D-00FF + 801ABF7F-00FF—Infinite + max. HP
 (4th Pokémon) Gold + Silver
 801ABFAD-00FF + 801ABFAF-00FF—Infinite + Max HP
 (5th Pokémon) Gold + Silver
 801ABFDD-00FF + 801ABFDF-00FF—Infinite + Max HP
 (6th Pokémon) Gold + Silver
 801AAFB4-0063 + 801ABEE1-0063—Infinite PP (1st position)
 Gold + Silver
 801AAFB5-0063 + 801ABEE2-0063—Infinite PP (2nd position)
 Gold + Silver
 801AAFB6-0063 + 801ABEE3-0063—Infinite PP (3rd position)
 Gold + Silver
 801AAFB7-0063 + 801ABEE4-0063—Infinite PP (4th position)
 Gold + Silver

801AB5A0-0000—One-hit kills (Gold + Silver)
 801AB4D2-00FF + 801ABEF1-00FF—Max. Attack (Gold +
 Silver)
 801AB4D4-00FF + 801ABEF3-00FF—Max. Defense (Gold +
 Silver)
 801AB4D6-00FF + 801ABEF5-00FF—Max. Special Attack
 (Gold + Silver)
 801AB4D8-00FF + 801ABEF70-00FF—Max. Special Defense
 (Gold + Silver)
 801AB4DA-00FF + 801ABEF9-00FF—Max. Speed (Gold +
 Silver)

Scooby-Doo! Classic Creep Capers
 F107D8B0-2400—Enable code (must be on)
 81086BCA-0038 + 800BAF97-0007—Infinite health

Game Boy

Commander Keen

9163-34C9—Infinite lives
 9163-3DC9—Infinite continues
 917F-35C9 + 9196-36C9 + 9198-37C9—Max. score
 91FF-95C9—Have all keys
 91FF-3AC9 + 91FF-3BC9—Have all three crystals

Grand Theft Auto 2

0105-77D6—Infinite health
 01FF-A0D6—Have all weapons
 0150-92D6—Infinite rockets
 9199-A3D6 + 9199-A5D6 + 9199-A7D6—Max. cash

The Legend of Zelda: Oracle of Ages

9140-AAC6—Max. health
 9140-ABC6—Infinite health
 9115-2BD0—Invincible
 9103-B2C6—Have Master Sword
 91FF-9FC6 + 91FF-A0C6 + 91FF-A1C6 + 91FF-A2C6 +
 91FF-A3C6 + 91FF-A4C6 + 91FF-A5C6—Have all secondary
 items
 91FF-BFC6—Have all Essences of Ages
 9109-AEC6 + 9199-AEC6—Infinite rupees

The Legend of Zelda: Oracle of Seasons

9140-BBC6—Have all Essences of Nature
 91FF-9C6 + 91FF-97C6 + 91FF-98C6 + 91FF-99C6 +
 91FF-9AC6 + 91FF-9BC6 + 91FF-9CC6—Have all secondary
 items
 9199-A5C6 + 9109-A6C6—Infinite rupees
 910F-A2C6—Infinite health
 9199-A7C6 + 9109-A8C6—Infinite Ore (in Subrosia)
 918F-B0C6—Have Rod of Seasons and all four powers

The Legend of Zelda: Link's Awakening

0100-46C1—Fly
 0100-45C1—Invisible
 0100-45C1 + 0100-35C1—Transparency

Magi-Nation

97FF-BDD1—1st DC max. energy
 97FF-F4D1—2nd DC max. energy
 97FF-2BD2—3rd DC max. energy
 97FF-86D1—4th DC max. energy

Mat Hoffman's Pro BMX

9109-BDCC—Stop timer
 9138-DFCC—Max. Super meter
 911E-62CA—Have all covers
 9106-63CA—Have all medals
 9109-80CC—Enable jump (Star level)
 9105-6CCB + 9105-6DCB—One letter needed to win
 9109-6DCB—One star needed to win
 9109-84CC + 9109-85CC + 9109-86CC + 9109-87CC +
 9109-88CC + 9109-89CC—Max. score

The Mummy Returns

943F-2DD0—Infinite health
 9163-DACE—Infinite ammo
 9400-63D0—One-hit enemy kills
 943F-21D0—Infinite health (first-person view)
 918F-D1CF—Stop timer (first-person view)
 9106-28C2—Never reload

Power Rangers: Time Force

9209-BBD4—Infinite health, Green Ranger
 9214-C0D4—Infinite energy, Green Ranger
 9206-B9D4—Infinite health, Yellow Ranger
 9214-BED4—Infinite energy, Yellow Ranger
 9204-BAD4—Infinite health, Pink Ranger
 9214-BFD4—Infinite energy, Pink Ranger
 9206-B7D4—Infinite health, Red Ranger
 9214-BCD4—Infinite energy, Red Ranger
 9206-B8D4—Infinite health, Blue Ranger
 9214-BDD4—Infinite energy, Blue Ranger
 9200-B4D4—Stop timer

9109-FCC5—Infinite lives
 9405-BBD0—Ammo (Mini-Boss level)
 9400-0FD0—One-hit enemy kills (Megazord)
 943B-0ED0—Infinite health (Megazord)

Dreamcast

18 Wheeler American Pro Trucker

9C5D-88F8—[M] Must be first
 2458C4A90000-0002—Must be on
 F294B9A30000-0009 + 331EA9480000-0009—Infinite
 time, Arcade mode
 C8CAF7E0000-0009 + 8C9C7A480000-0009 +
 A6ADE1DA0000-0009—Infinite time, Parking mode
 D6CA9BFA0000-0009—Time 0:00:00, Parking mode
 4B5ACED70000-0009—Infinite time, Score Attack
 6A8C763205F5-E0FF—Max. cash
 245E-ECA9—[M] Must be last

Coaster Works

9C5D-88F8—[M] Must be first
 CACAFCC30000-0063—99 memory loss riders
 CABAFCC30000-0063—99 blacked out riders
 F684B2EC0000-0063—99 thrown up riders
 20BDEC540000-0063—99 queasy riders
 5465EED60000-009F—99 MPH score
 5595EED60000-0064—10 G score
 8A3C719C0000-00C8—200 Thrill score
 A96DEAOE0000-0064—100 Safety score
 FD12A87AA070-4D9E + 89DC719D0000-4100—Press X
 for Super Boost
 FD12A87AA070-4DDE + 89DC719D0000-4020—Press Y
 for Short Boost
 47DCC2392070-5081 + 66556CA80000-0003 +
 666BECABE070-5061 + 666DECAB80000-0303 +
 9BF8F009E000-0301 + A6CBEBF2C070-5041 + A6CD6BF2F0000-0003—Unlock all
 parks
 245E-ECA9—[M] Must be last

Confidential Mission

9C5D-88F8—[M] Must be first
 5875E8AD0000-0008—Infinite credits
 2D1C6FA5000F-423F + 25FC6AF3000F-423F—High score,
 Player 1
 245E-ECA9—[M] Must be last

Crazy Taxi 2

9C5D-88F8—[M] Must be first
 2B1DEBF0000-07FF—Infinite passenger time
 E7E9FE5B0098-967F—Max. fare
 51F473A305F5-E0FF—Max. total cash
 19F41E74FFF—Crazy Pyramid complete
 9D2E1F8A070-4D9E + 76F33DF70000-FFFF—Press X for
 more game time
 34C8BF3C8070-5040 + 34CEBF3C0000-0000—Collect one
 balloon to win
 CBDAE74B0000-FFFF—Always pass Golf Challenge
 9D2E1F8A070-4D9E + 64DDEE340000-45A0—Press X for
 Lik's custom turbo
 245E-ECA9—[M] Must be last

Phantasy Star Online

1EBF9758C070-5040—Enable code (must be on)
 154C15170000-0018 + 123415160000-0008 +
 126415160000-0018—Save to a different memory card

Project Justice

9C5D-88F8—[M] Must be first
 89BC616E0000-00C8—Infinite health, Player 1
 75E32AB0000-00C8—Infinite health, Player 2
 89BC616E0000-0000—Low health, Player 1
 75E32AB0000-0000—Low health, Player 2
 89BA616EC070-5038 + 89BC616E0000-0064—50%
 health, Player 1
 75E52AB0C070-5038 + 75E32AB0000-0064—50%
 health, Player 2
 C66AE3E10000-FFFF—Extra characters
 EAA873DC0000-0500—Player 1 Max. Burning Vigor
 Gauge
 EAA873DC0000-0000—Player 1 No Burning Vigor Gauge
 CA9AEC2C0000-0500—Player 2 Max. Burning Vigor
 Gauge
 CA9AEC2C0000-0000—Player 2 No Burning Vigor Gauge
 245E-ECA9—[M] Must be last

Ready 2 Rumble Boxing: Round 2

B77779E406F-D041 + A06D-B042—Enable all characters

Street Fighter Alpha 3

A40352610000-F000—Crouching Tiger mode, Player 1
 4BCA1FC60000-F000—Crouching Tiger mode, Player 2
 A40352610000-0000—Short Jump, Player 1
 4BCA1FC60000-0000—Short Jump, Player 2



HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

- 1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.
- 2) Check this page to see if that company has a tip hotline that you can call for advice!
- 3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.
- 4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.
- 5) Whatever you do, DON'T call *TIPS & TRICKS!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO

1-900-CALL-3DO (1-900-225-5336)

HOURS: Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS

1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)

HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, \$1.40/minute live, \$6.95 to \$16.95 for tips by mail, \$5 to \$20 for card recharge.
(Canada): \$1.50/minute for automated hints

ACCLAIM

1-900-407-TIPS (1-900-407-8477)

HOURS: (unknown)
COST: 95¢/minute

ACTIVISION

1-900-680-4468 (U.S.)

1-900-451-4849 (Canada)

HOURS: Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): \$1.49/minute

AGETEC, INC.

1-900-288-ASCII (1-900-288-2724)

HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWARE CORP.

1-900-CALL-ASC (1-900-225-5272)

HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE

1-900-CALL-ATLUS (1-900-225-5285)

HOURS: (unknown)
COST: 95¢/minute or \$1.25/minute for live assistance

CAPCOM

1-900-680-CLUE (1-900-680-2583) (U.S.)

1-900-677-2272 (Canada)

HOURS: Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; \$1.35/minute for live help
(Canada): \$1.35/minute

CRAVE ENTERTAINMENT

1-900-903-4468 (U.S.)

1-900-677-4468 (Canada)

HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): \$1.50/minute

DREAMWORKS INTERACTIVE

1-900-454-GAME (1-900-454-4263)

HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS

1-900-773-4367 (U.S.)

1-900-643-4367 (Canada)

HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS

1-900-288-HINT (1-900-288-4468)

1-900-451-4873 (Canada)

COST (U.S.): 95¢/minute

COST (Canada): \$1.15/minute

FOX INTERACTIVE

1-900-CALL4FOX (1-900-225-5436)

HOURS: (unknown)

COST: 85¢/minute

GT INTERACTIVE

1-900-CALL-2GT (1-900-225-5248)

HOURS: (unknown)

COST: 95¢/min.

INFOGRAPHICS

1-900-454-HINT (1-900-454-4468)

HOURS: (unknown)

COST: 99¢/minute

INTERACT GAMESHARK CODELINE

1-900-773-7427 (U.S.)

1-900-677-4242 (Canada)

HOURS: 24 hours a day, 7 days a week

COST (U.S.): \$1.27/minute

COST (Canada): \$1.79/minute

INTERPLAY

1-900-370-PLAY (U.S.)

1-900-451-6869 (Canada)

HOURS: 24 hours a day, 7 days a week

COST (U.S.): 95¢/minute

COST (Canada): \$1.25/minute

KONAMI

1-900-896-HINT (1-900-896-4468)

HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)

COST: 95¢/minute for automated help; \$1.25/minute for live assistance

LUCASARTS

1-900-740-JEDI (1-900-740-5334) (U.S.)

1-900-677-JEDI (1-900-677-5334) (Canada)

HOURS: (unknown)

COST (U.S.): 95¢/minute

COST (Canada): \$1.25/minute

MIDWAY

1-903-874-5092

HOURS: Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year

COST: Standard long-distance rates to Texas apply

NAMCO

1-900-737-2262

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)

COST: 95¢/minute for automated tips; \$1.15/minute for live assistance

NINTENDO

1-900-288-0707 (Live assistance, U.S.)

1-900-451-4400 (Live assistance, Canada)

1-425-885-7529 (Power Line—automated tips)

HOURS (Live assistance): Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)

Sunday 6 AM to 7 PM (Pacific Standard Time)

HOURS (Power Line): 24 hours a day

COST (U.S.): \$1.50/minute

COST (Canada): \$2.00/minute

COST (Power Line): Standard long-distance rates to Seattle, Washington apply

SORRY, CHRISTY, BUT
TIPS & TRICKS DOESN'T
GIVE OUT CODES OVER
THE PHONE!


PSYGNOSIS

1-900-976-HINT (1-900-976-4468)

HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, \$1.35/minute for live assistance

SEGA

1-900-200-SEGAA (U.S.)

1-900-451-5252 (Canada)

HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, \$1.50/minute for live assistance
COST (Canada): \$1.50/minute

SIERRA

1-900-370-KLUE (1-900-370-5583) (U.S.)

1-900-451-3356 (Canada)

HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): \$1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA

1-900-933-SONY (1-900-933-7669) (U.S.)

1-900-451-5757 (Canada)

HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, \$1.25/minute for live assistance, \$4.95 for mailed-out tips
COST (Canada): \$1.25/minute

SQUARESOFT

1-900-407-KLUE (1-900-407-5583)

HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, \$1.35/minute for live assistance
COST (Canada): \$1.50/minute for automated tips only

TECMO

1-310-944-5005

HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ

1-900-370-HINT (1-900-370-4468)

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, \$1.25/minute for live assistance

UBI SOFT

1-900-420-4UBI (1-900-420-4824) (U.S.)

1-900-451-5555 (Canada)

HOURS: (unknown)

COST (U.S.): 95¢/minute

COST (Canada): \$1.50/minute

VIRGIN INTERACTIVE

1-900-288-4744 (U.S.)

1-900-451-4422 (Canada)

HOURS: 24 hours a day, 365 days a year

COST (U.S.): 95¢/minute

COST (Canada): 55¢ for the first minute, \$1.25 each additional minute

WORKING DESIGNS

1-530-243-3417

HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)

COST: Standard long-distance rates to California apply

TIPS & TRICKS

THE #1 VIDEO-GAME TIPS MAGAZINE

1999

January - (X991) Bust a Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February - (X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

July - (X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December - (X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

February - (X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena—Warrior Princess: The Talisman

of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocket! Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

September - (X009) Chrono Cross: Kirby 64: The Crystal Shards, Marvel vs. Capcom 2 (Part 2), Seaman, Valkyrie Profile, Tokyo Xtreme Racer 2

2001

January - (X011) Gundam Battle Assault: Shenmue, Smuggler's Run, WWF No Mercy, RC de GO!, Driver 2

February - (X012) Mega Man X5: Scooby-Doo! Classic Creep Capers, Theme Park Roller Coaster, Banjo-Tooie, Dragon's Lair, Razor Freestyle Scooter, The King of Fighters '99, The Grid

March - (X013) Star Wars Episode 1: Battle for Naboo: The Bouncer, Project Justice, Blaster Master: Blasting Again, Phantasy Star Online

April - (X014) Dance Dance Revolution: Paper Mario (Part 1), Metal Slug X, Onimusha Warlords

May - (X015) Zone of the Enders: Metal Gear Solid 2 Trial Edition, Daytona USA, Point Blank 3, NBA Hoopz, Paper Mario (Part 2)

June - (X016) The Simpsons Wrestling: Dr. Mario 64, Star Wars: Super Bombad Racing, Pokémon Stadium 2 (Part 1), 18 Wheeler: American Pro Trucker, Time Crisis: Project Titan

B
A
C
K

I
S
S
U
E
S

Yes! Please send me the back issues indicated below.

	QTY.		QTY.
January '99	x \$8.00=	July '00	x \$8.00=
February '99	x \$8.00=	August '00	x \$8.00=
March '99	x \$8.00=	September '00	x \$8.00=
July '99	x \$8.00=	October '00	x \$8.00=
August '99	x \$8.00=	November '00	x \$8.00=
October '99	x \$8.00=	December '00	x \$8.00=
November '99	x \$8.00=	January '01	x \$8.00=
December '99	x \$8.00=	February '01	x \$8.00=
February '00	x \$8.00=	March '01	x \$8.00=
March '00	x \$8.00=	April '01	x \$8.00=
April '00	x \$8.00=	May '01	x \$8.00=
May '00	x \$8.00=	June '01	x \$8.00=
June '00	x \$8.00=		

Subtotal

Total:

Send this form to: **TIPS & TRICKS**, P.O. Box 15397, Beverly Hills, CA 90209

Name _____

Payment Enclosed

Charge My Visa MasterCard

Address _____

Credit Card # _____

Exp. _____

City _____

State/Zip _____

Signature _____



Sports Desk

Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by Mike Daly

NBA Street



With three-man squads of actual NBA players from actual NBA franchises running and gunning, dunking and alley-ooping, my jaw practically dropped to the floor the first time I saw *NBA Street* in action on the PlayStation 2. Never has a basketball simulation so accurately captured the appearance of a crossover dribble, a tomahawk slam or an elbow-burning floor dive. My first impression was that EA had discovered the perfect combination of *NBA Live* and Midway's *NBA JAM*; a basketball game that could be outrageous

and flashy, but still contained an element of teamwork (usually key to a 3-on-3 setting) and NBA realism (players have stats and attributes reflecting their real-life counterparts). Now that I've had an opportunity to play *NBA Street* myself, there only seem to be more positives. The game has Michael Jordan, in person and voice. Obviously an endorsement of that caliber gives the game an automatic level of respect. Additionally, teams play on pickup courts only, as the game showcases a variety of well-known urban American playgrounds from Rucker Park to Venice Beach. To top it all off, the game is emceed by a smack-talking, megaphone-wielding host who alternately cheers and cajoles you in a style somewhere between former Georgetown coach John Thompson and comedian Chris Rock.

Success in *NBA Street* is predicated on your ability to do tricks. The game has a series of trick moves that you must perform to earn trick points and build your trick point meter. Once that meter is full, you earn a "Gamebreaker," a temporary "in the zone" mode in which you can take one shot that is guaranteed to go in (assuming it is not blocked). Once the Gamebreaker shot is made, your opponent's score is reduced by the same number of points you just earned (one point for a normal field goal or two for a shot from behind the three-point arc). Therefore, using the aptly named Gamebreaker can create a four-point margin and literally turn the tide of the game. By pressing combinations of the shoulder buttons and the **D** button, the ball handler executes dribbling tricks that earn trick points and create lanes to the rim. Often while executing these moves, teammates will leap to the hoop to receive alley-oop passes. Get them the rock and they will almost automatically slam it in, resulting in additional trick points. The tricks are announced by a silky-voiced woman and have flashy names like "slip 'n' slide," "rapid rise" and "groundshaker."

Though combinations between teammates are helpful, most trick points are earned with one-on-one moves—meaning that on offense, it's best to primarily play your best ball-handler (who should also be an able dunker). When picking your team, don't select anyone who can't dunk at the drop of a hat (avoid short point guards like Darryl Armstrong or Mike Bibby). Choosing MJ for your team might seem to be the easy way out, but don't kid yourself—his presence on your team is necessary for success. Also, be sure to select at least one post player of considerable height. Play as this man on defense almost exclusively and you will be able to clog up the lane a majority of the time and block a lot of shots in the process. Be careful on offense when you see your teammates leaping to the hoop for alley-oops. Though the trick



steal + fakeout + silly-oop super transition combo

points can be tempting, many alley-oop passes can be easily intercepted by opponents, so be selective when dishing out the rock.

If you get a Gamebreaker, try to take the shot from beyond the 3-point line.

Conversely, if you are on defense and your opponent has earned a Gamebreaker, do your best to prevent him from getting off that shot. Sometimes your opponent will earn his Gamebreaker on the basis of his last shot, meaning his Gamebreaker period begins with the ball in your hands. The Gamebreaker period is of limited duration, so if you can manage to hold on to the ball until that period is over, you will have wasted your opponent's Gamebreaker. Since the Gamebreaker period is about 45 seconds, you will need to shoot at least once to avoid a shot-clock violation. The best way to deal with this is to hold the ball for most of the shot clock, then—with about four or five seconds left—hoist up a three-pointer that cannot be blocked. I prefer a three because you want a shot that you know will not go in. The idea is to instantly switch to another man after the shot and attempt to scoop up the rebound; if you come up with the board, you can milk the clock again. Your opponent's Gamebreaker opportunity should expire with about five seconds left on your second possession clock.

NBA Street's interpretation of the rules can prove to be challenging. There is only one rule, which is that you have 24 seconds to get the ball to the rim. Other than this shot clock, the sky seems to be the limit. This odd balance can make the game even more difficult. If you drive the lane, you will often get smacked to the floor and lose the ball because there are no fouls. Yet, if you hang back and shoot long-range jumpers, you not only fail to earn trick points, but the ball is frequently picked out of the air on its way down because goaltending is legal. The cumulative effect can force a shot clock violation even if you have attempted to shoot the ball several times. This rule set-up paves the way for more tricks and less fundamentally good basketball.

In my book, the problem with *NBA Street* is that the game is more about tricks than basketball. I realize this is probably the point, as there are already basketball "simulations" out there. Still, I don't understand how you can produce a basketball game that ignores some of basketball's fundamental principles.

In *NBA Street*, you can run fantastic fast-breaks, spot all the open men and take wide-open jump shots off of sound assists (which in real basketball are considered better plays than attempted dunks over multiple defenders), but all of that is relatively worthless unless you can throw in some ridiculous tricks. Flashy individual performances are stressed and team concepts are downplayed. As the trash-talkin' host often says, "it's all about how it looks out here." *NBA Street* clearly prioritizes style over substance. And the NBA thought drafting high schoolers was its biggest problem? Die-hard gamers may dig *NBA Street* more than die-hard ballers. One of the boss teams even features Biggs, a character from EA's PS2 hit SSX; he grabs rebounds and knocks down driving opponents about as well as he snowboards.



ball are considered better plays than attempted dunks over multiple defenders), but all of that is relatively worthless unless you can throw in some ridiculous tricks. Flashy individual performances are stressed and team concepts are downplayed. As the trash-talkin' host often says, "it's all about how it looks out here." *NBA Street* clearly prioritizes style over substance. And the NBA thought drafting high schoolers was its biggest problem? Die-hard gamers may dig *NBA Street* more than die-hard ballers. One of the boss teams even features Biggs, a character from EA's PS2 hit SSX; he grabs rebounds and knocks down driving opponents about as well as he snowboards.



NBA Street Codes

At the "Enter Cheats" screen just before the game starts, enter the following codes using the □, △, ○ and × buttons in that order followed by any direction on the D-pad. For example, to enter the "Big Heads" code (4-1-2-1), press □ four times, △ once, ○ twice and × once, then press any direction on the D-pad. A message will appear to confirm the code.

Authentic Uniforms—0-0-1-1

Casual Uniforms—1-1-0-0

ABA Socks—4-4-4-4

Springtime Joe "The Show"—1-1-0-1

Summertime Joe "The Show"—1-0-0-1

Athletic Joe "The Show"—1-2-0-1

Big Heads—4-1-2-1

Tiny Heads—4-2-0-2

Tiny Players—4-0-4-0

ABA Ball—0-1-1-0

WNBA Ball—0-1-2-0

Beach Ball—0-1-1-2

Soccer Ball—0-2-1-0

Volleyball—0-1-1-4

Medicine Ball—0-1-1-3

EA BIG Ball—0-1-4-0

NUFX Ball—0-1-3-0

No Auto Replays—1-2-1-1

No Shot Clock—4-4-0-3

More Gamebreakers—1-4-3-2

Less Gamebreakers—1-3-4-2

No Gamebreakers—1-4-4-2

Mega Dunking—3-0-1-0

No Dunks—3-0-1-2

Unlimited Turbo—2-0-3-0

No Juice—1-4-4-3

Super Swats—3-3-1-0

Less Blocks—3-1-2-3

Ultimate Power—3-1-1-0

Sticky Fingers—3-4-1-0

Less Steals—3-1-4-0

Mad Handles—3-2-1-0

No Alley-Oops—3-4-1-2

No 2-pointers—3-3-0-3

Captain Quicks—3-0-2-1

Harder Distance Shots—2-2-3-0

Player Names—0-1-2-3

No Player Indicators—4-0-0-4

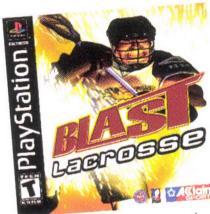
No Shot Indicator—4-3-2-4

No HUD Display—1-4-1-2

Explosive Rims—1-2-4-0

No Cheats—1-1-1-1

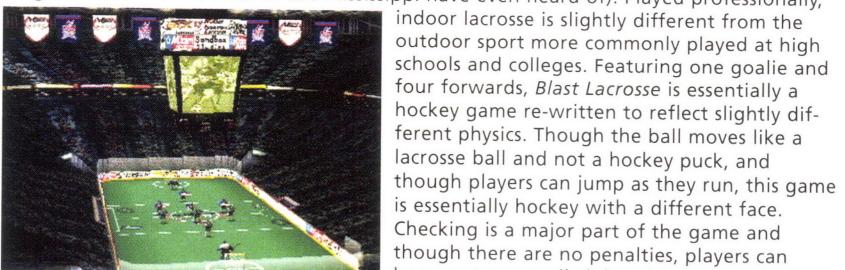
Blast Lacrosse



Lacrosse is one of the few great American sports that has not spilled over from its niche into an international marketing entity. To the contrary, lacrosse—for all its athleticism, power, speed

and grace—has barely been

able to find a professional organization that can hold itself together for more than a few years. Founded by native Americans, the sport has evolved into a cross between hockey and football that is as reliant on bone-crunching hits and stick checks as on graceful passing and fleet-footed, nimble movement. Perhaps lacrosse is still waiting to find its Jordan, Gretzky or Tony Hawk, or maybe it is just fated to be an East Coast darling. Either way, it's about time someone tried to come up with a lacrosse video simulation; it's a major market just waiting to be exploited. Accordingly, Acclaim Sports now offers *Blast Lacrosse* for the original PlayStation, featuring the nine-team National Lacrosse League (a league that few of us west of the Mississippi have even heard of). Played professionally,



indoor lacrosse is slightly different from the outdoor sport more commonly played at high schools and colleges. Featuring one goalie and four forwards, *Blast Lacrosse* is essentially a hockey game re-written to reflect slightly different physics. Though the ball moves like a lacrosse ball and not a hockey puck, and though players can jump as they run, this game is essentially hockey with a different face. Checking is a major part of the game and though there are no penalties, players can become temporarily injured. You can substitute

any man except one that is down, so it is important to substitute tired players before they get taken down. If you don't, you'll end up playing a goalie with four guys lying on the ground. The key to offense in this game is to set picks using the △ button. If you can screen off your defender, you can set up one-on-one situations with the goalie that will often result in a score. Passing is difficult and underemphasized. Certain proof that *Blast Lacrosse* is a dressed-up hockey game is the existence of the "one-timer," a shot almost exclusively used in hockey. As the first lacrosse console game, *Blast Lacrosse* could have been great but falls slightly short of the mark—though as a series it still has potential for future updates. For the game to improve, though, it needs to be designed as a lacrosse game. *Blast Lacrosse* has no simulation of cradling, the motion of the lacrosse stick that keeps the ball from falling out while you run. Cradling is the first fundamental of lacrosse and its exclusion from the game demonstrates a major deviation from the original sport. Also, lacrosse goals in real life can be quite flashy (akin to NBA dunks). Real lacrosse players have been known to juke defenders with spin moves and cuts before scoring on a shot between their legs or behind their back. Why isn't any of this in *Blast Lacrosse*? Still, Acclaim gets high marks for releasing a game whose time had long since come.



Sidelines

"So, you know, just play me. Treat me like Sega and play me."



—Laker center Shaquille O'Neal, responding to 76ers center Dikembe Mutombo during the NBA Finals

"A lot of times I set it up with the Seattle Mariners as the opponent."

Suzuki does pretty well against me."

—Montreal Expos right fielder Vladimir Guerrero likes to challenge himself on the PlayStation. (But what PlayStation game is Vlad playing that has Ichiro on the roster?)

NFL Quarterback Club 2002

NFL Quarterback Club 2002 from Acclaim is making its first appearance on the PlayStation 2. If you're one of those folks who can't get enough football during the off-season, then you must know about the annual NFL Quarterback Challenge aired in the summer on ESPN. In the game's NFL Quarterback Challenge mode you can choose your favorite quarterback and engage in four head-to-head events: speed and mobility, accuracy, long-distance throw and read and



recognition. In the past, veterans Doug Flutie and Jim Harbaugh have excelled in this competition—we'll see how they stack up in the video game! Retired NFL QBs also get unlocked as you play, including future hall-of-famers like Jim Kelly, Dan "The Man" Marino, Steve Young, John Elway and more. *NFL Quarterback Club 2002* will also have the regular Exhibition and Season modes for straight-up football. The game should be available in stores by the time you read these words. Is this the ultimate arm-chair-quarterback game?



Hard Core

Custom Armored Core Design

by
Pat
Reynolds

Hard Core is a special section

of *TIPS & TRICKS* where we showcase some of the best custom Core designs created by you, our readers, in

Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see page 87 for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

Sponsored by



Featured Core Design

Ragnarok

Designed by Taylor Fields of Memphis, Tennessee

GARAGE	
Ragnarok	
OFFENSIVE POINT	5800
DEFENSIVE POINT	3600
STABILITY	3720
MOBILITY	5040
MOVING SPEED	2200
FIGHTING SPEED	1120
BOOST ABILITY	2000
SUPPORT SYSTEM	1785
OVERALL	2240
FCS PERFORMANCE	22
OVERALL FCS	21069
GRADE	GREAT
AP	8023
WEIGHT	6981
PRICE	1292650

Parts

Head: HD-ONE
 Core: XXA-SO
 Arms: AN-K1
 Legs: LN-1001B
 Generator: GBG-10000
 FCS: FBMB-18X
 Boosters: B-T001

Back Weapon L: WM-X201 Multi-Missile

Back Weapon R: WM-SMSS24 Missile

Arm Weapon L: LS-99-MOONLIGHT Laserblade

Arm Weapon R: WG-XW11 Laser Rifle

Option Parts: SP-SAP, SP-CND-K, SP-S/SCR, SP-E/SCR,

SP-EH, SP-E+, SP-Detq, SP-ABS/Re

Color Scheme (General)

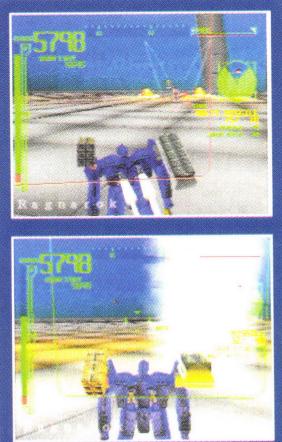
Base: Red: 10, Green: 10, Blue: 30
 Optional: Red: 10, Green: 10, Blue: 30
 Detail: Red: 10, Green: 10, Blue: 30
 Joint: Red: 10, Green: 10, Blue: 30

Performance

Armor Points: 8023
 Weight: 6981
 Price: 1,192,650

Here's a nice, fast Core with a weapon selection that's ideal for both long- and short-range combat. Let's talk a little bit about the WG-XW11 Laser Rifle, a weapon that is often overlooked. Although it's not as powerful as the heavier Laser Rifles in the game, it has a high rate of fire, which makes it perfect for circle-strafing tactics at close range. Ragnarok's selection of missiles is also well thought out. The Multi-Missiles are great at long distance; they're more likely to each hit their mark when fired from far away. The WM-SMSS24 Missiles, commonly referred to as "mortars," are excellent in open arenas and against opponents who like to hide behind obstacles. Taylor's next design achievement is an excellent use of energy that allows Ragnarok to fly for a good amount of time. I tested this Core in the four walls arena and was able to fly in a circle above my opponent, raining missiles down at him. I launched a good four or five volleys before having to land to recharge. My opponent, by the way, was a heavy humanoid type Karasawa Core, and I polished him off with little trouble. Which goes to show that a good overall design sense will beat a Core designed around a single weapon every time.

Grade: GREAT



Angel

Designed by Sean Nelson of Alberta, Canada

Parts

Head: HD-REDEYE
 Core: XXA-SO
 Arms: AN-25
 Legs: LN-2KZ-SP
 Generator: GBG-XR
 FCS: FBMB-18X
 Boosters: B-VR-33
 Back Weapon L: WX-S800-GF

Dual Missile

Back Weapon R: N/A

Arm Weapon L: LS-99-MOONLIGHT Laserblade

Arm Weapon R: WG-RF/E Sniper Rifle

Option Parts: SP-MAW, SP-ABS, SP-SAP, SP-CND-K, SP-AXL, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-ABS/Re

Color Scheme (General)

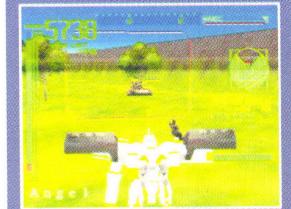
Base: Red: 50, Green: 50, Blue: 50
 Optional: Red: 50, Green: 50, Blue: 50
 Detail: Red: 46, Green: 52, Blue: 07
 Joint: Red: 46, Green: 52, Blue: 07

Performance

Armor Points: 6926
 Weight: 6189
 Price: 1,088,000

Grade: SUPERFINE

As lightweight Core designs go, Angel is well done, but there is one critical flaw that weakens its effectiveness. The WG-RF/E Sniper Rifle is a great weapon with an incredible range, but it can only "see" as far as your Core's radar range. In the case of Angel, that's not very far. By switching the head unit to the radar-heavy HD-06-RADAR or HD-12-RADAR (recommended), the effectiveness of Angel skyrockets. This is the only change I would make, as the rest of this design is top-notch. It's rare to see a lightweight Core pack on the heavy weaponry that Sean managed to include here—the Dual Missiles are incredibly strong and difficult to dodge. The Sniper Rifle itself packs a mean punch... and if the opponent doesn't see it coming, it's hard to avoid. Sean even found enough room left over to throw in the Moonlight, which rounds out Angel's impressive armament. With one of the RADAR head units equipped, I'd say that Angel is a tournament-caliber Core design.



Armored Core 2 Designs

Now that we're doing AC2 designs on a regular basis, I'm also planning to run AC2 Challenges. See a Core here that yours can decimate in combat? Send in your AC2 design and challenge it to a duel. We'll put them through the wringer and report back on how your design stood up to the challenge.



Alpha Dragon

Designed by Paul Fujioka of Santa Maria, California



Parts

Head: ZHD-MO/EGRET
Core: ECL-ONE
Arms: ZAN-202/TEM
Legs: ELF-XX33
Boosters: ZBT-GEX/3000
FCS: LODD-BLAZER
Generator: HOY-B1000
Radiator: RRX-COT-1550

Inside: N/A

Extension: BEX-BAMS-287 Anti Missile

Back Unit R: EWX-VLS241 Vertical Missile

Back Unit L: N/A

Arm Unit R: KARASAWA-MK2 Laser Rifle

Arm Unit L: ZLS-400/SL Laser Blade

Option Parts: SP-BCNDR, SP-CIR-K, SP-BE++, SP-ENE-ACC

Color Scheme

Base: Red: 200, Green: 150, Blue: 0

Aid: Red: 170, Green: 120, Blue: 0

Optional: Red: 160, Green: 90, Blue: 0

Detail: Red: 0, Green: 0, Blue: 0

Joint: Red: 0, Green: 0, Blue: 0

Grade: EXCELLENT

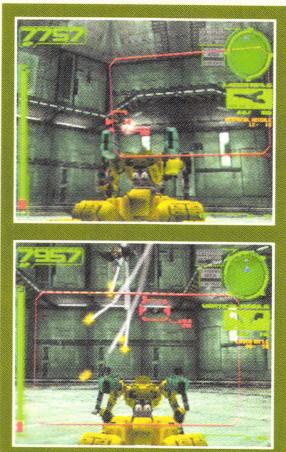
Performance

Armor Points: 8717

Weight: 8239

Price: 822,200

Paul's Alpha Dragon is our first *Armored Core 2* Karasawa Core. The Karasawa in AC2 is perhaps even more dangerous than the original model from *Armored Core*. The double back-mounted Vertical Missile is like a souped-up version of the WM-SMSS24 Missile from *Master of Arena*; it fires straight up and then comes down on the opponent. The difference with the EWX-VLS241 is that it won't just hit the ground harmlessly if the target moves out of the way or takes to the air; it has some homing capabilities, making it very dangerous and difficult to avoid in open arenas. I have a feeling that we'll be seeing a lot of the ZLS-400/SL Laser Blade as well; think of it as the big brother to *Master of Arena*'s LS-1000W. It's a Laser Blade with an automatic projectile, which is never a bad thing. Alpha Dragon is a quad type Core; its boosting power isn't great, but in open-air arenas this Core can dominate. Unload the Vertical Missiles from a distance to weaken the enemy, then take the offensive with circle-strafing Karasawa runs. Alpha Dragon is a powerhouse Core than can muscle its way through most challengers.



Armored Core: Master of California Tournament

On August 25th, come and challenge the finest *Armored Core* players that California has to offer when North and South collide at the first-ever "Master of California" *Armored Core* Tournament. Co-produced by the Ravens Nest of Northern California and Ravens' Nest Irvine, this is your chance to prove that you are the Master of California! For more information about this west-coast AC tournament—to be held at California State University Fresno—check out the official web site at http://homepage.mac.com/mr_o_chen/tourney.html.

BALLISTA Light Frame Tactical Assault System

Designed by Jonathan Sitzman of Nashville, Tennessee



Parts

Head: ZHD-MO/EGRET
Core: ECL-ONE
Arms: ZAN-202/TEM
Legs: ELN-02A
Boosters: ZBT-GEX/3000
FCS: VERTEX-I24/EE
Generator: HOY-B1000
Radiator: RPS-MER/A3

Inside: N/A

Extension: BEX-BRM-04 Relation Missile

Back Unit R: ZWM-M24/IMI Middle Missile

Back Unit L: ZWM-M24/IMI Multi Missile

Arm Unit R: ZWF-S/NIGHT Sniper Rifle

Arm Unit L: ZLS-400/SL Laser Blade

Option Parts: SP-S/SCR, SP-ENE-SCR, SP-BCNDR, SP-BSI-LE, SP-CIR-K, SP-BFS/LOSP

Color Scheme

Base: Red: 74, Green: 80, Blue: 96

Aid: Red: 200, Green: 192, Blue: 172

Optional: Red: 4, Green: 10, Blue: 72

Detail: Red: 200, Green: 38, Blue: 0

Joint: Red: 24, Green: 24, Blue: 24

Performance

Armor Points: 8210

Weight: 7173

Price: 936,300

Grade: GREAT



This is a long-range sniper Core; it's a good design for keeping most opponents at bay. Although light on ammo (just 20 rounds for the Sniper Rifle and limited missiles as well), all of the main weapons are hard to avoid. Stay far from the enemy, taking advantage of the distance to switch up your missile and sniper shots to keep the opponent off-balance. BALLISTA's weakness is the short game; if the opponent gets close, most of your weapons are fairly useless. You can either switch to the Laser Blade and try to get some hits in or boost away and resume your long-range game. Energy use is very good; there's very little weapon drain, so all of your energy can be used for boosting, which you'll need to keep the distance between you and the opponent.

If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

TIPS & TRICKS *Armored Core* Designs

8484 Wilshire Blvd.

Suite 900

Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*.

Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*.

As always, overweight or otherwise illegal Core designs get tossed in the trash.

Hard Core



Tournament Report

TIPS & TRICKS

Sponsored by  The Official Electronic Games Scoreboard™
www.twingalaxies.com

by
Jason Wilson

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *TIPS & TRICKS* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *TIPS & TRICKS* Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

EAST COAST STREET FIGHTER CHAMPIONSHIPS MEMORIAL DAY MANIA!!!

Memorial Day weekend was the perfect time to visit the Eight on the Break Arcade in Dunnellen, New Jersey. Over 90 players from across the country and Canada entered each of the various tournaments held that weekend, which included *Street Fighter Alpha 3*, *Super Street Fighter II Turbo* and *Capcom vs. SNK*. With an amazing 184 participants, the *Marvel vs. Capcom 2* competition was the highlight; it took almost 23 hours to determine the winner! Special thanks to Chris Cotty for another successful *Street Fighter* tournament, and to Todd Dwyer for his many hours of hard work keeping this tournament running smoothly! Here are the results of each event:

Street Fighter Alpha 3 (94 players)

- 1st Place—Eddie Lee (New York, NY)
- 2nd Place—Arturo Sanchez (New York, NY)
- 3rd Place—Jason Cole (San Jose, CA)
- 4th Place—James Paige (Baltimore, MD)
- 5th Place (tie)—Julian Robinson (Philadelphia, PA)
- 5th Place (tie)—Reagan Phillip (Canada)
- 7th Place (tie)—Henry Cen (New York, NY)
- 7th Place (tie)—Nelson Santamaria (Miami, FL)

Capcom vs. SNK (114 players)

- 1st Place—Ricky Ortiz (Milipitas, CA)
- 2nd Place—Arturo Sanchez (New York, NY)
- 3rd Place—Justin Wong (New York, NY)
- 4th Place—Eddie Lee (New York, NY)
- 5th Place (tie)—Jason Cole (San Jose, CA)
- 5th Place (tie)—Sanford Kelly (New York, NY)
- 7th Place (tie)—Reagan Phillip (Canada)
- 7th Place (tie)—Alex Chow (Boston, MA)

Super Street Fighter II Turbo (91 players)

- 1st Place—Pete Talley (Staten Island, NY)
- 2nd Place—Jason Cole (San Jose, CA)
- 3rd Place—Henry Cen (New York, NY)
- 4th Place—Mike Creque (Virginia)
- 5th Place (tie)—Sam Kim (Boston, MA)
- 5th Place (tie)—Lloyd Thomas (New York)
- 7th Place (tie)—Joel Frank (New York)
- 7th Place (tie)—John Crespo (New York)

Marvel vs. Capcom 2 (184 players)

- 1st Place—Justin Wong (New York, NY)
- 2nd Place—Ricky Ortiz (Milipitas, CA)
- 3rd Place—Bryheem Keyes (Philadelphia, PA)
- 4th Place—Eddie Lee (New York, NY)
- 5th Place (tie)—Alex Koo (Philadelphia, PA)
- 5th Place (tie)—Ari Weintraub (Northbrook, IL)
- 7th Place (tie)—Arturo Sanchez (New York, NY)
- 7th Place (tie)—Josh Wigfall (Connecticut)



UCLA *Capcom vs. SNK* Tournament!

No Nakoruru!

at the University of California Los Angeles campus. Kris "KP" Patel did make it to the finals of the winner's bracket against James Chen, then lost to both Chen and Salguero as Salguero made a huge comeback against Chen, winning 2-0, 2-0. Congratulations to everyone who participated!

1st Place—Alex Salguero
(Guile, Dhalsim, Blanka)

2nd Place—James Chen
(Zangief, Ken, EX Vice, Cammy)

3rd Place—Kris "KP" Patel
(Ryu, EX Vice, Cammy)



UNITED STATES TOP 10 PLAYER RANKINGS

(Rankings based on previous tournament performances, compiled by *TIPS & TRICKS* Magazine)

Capcom vs. SNK Top 10 Players

1. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
2. Jason Nelson (Golfland USA, Sunnyvale, CA)
3. Arturo Sanchez (Chinatown Fair, New York, NY)
4. John Choi (Golfland USA, Sunnyvale, CA)
5. Jason Wilson (All Amusement Center, Van Nuys, CA)
6. Peter Ong (Einstein's, Austin, TX)
7. Hsien Chang (Einstein's, Austin, TX)
8. Justin Wong (Chinatown Fair, New York, NY)
9. Jason Cole (Golfland USA, Sunnyvale, CA)
10. Eddie Lee (Chinatown Fair, New York, NY)

Marvel vs. Capcom 2 Top 10 Players

1. Alex Valle (Southern Hills Golfland, Stanton, CA)
2. Duc Do (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
3. Justin Wong (Chinatown Fair, New York, NY)
4. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
5. Michael "Nyte" Morse (Southern Hills Golfland, Stanton, CA)
6. Arturo Sanchez (Chinatown Fair, New York, NY)
7. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
8. Rattana Phantaroun (University of Washington, Seattle, WA)
9. Eddie Lee (Chinatown Fair, New York, NY)
10. (tie) Bryheem Keys (University Pinball, Philadelphia, PA)
10. (tie) Tone Nguyen (Southern Hills Golfland, Stanton, CA)

CLASSIC VIDEO GAME WORLD CHAMPIONSHIPS!



Dwayne Richard practices *Donkey Kong* during the tournament.

In a little resort town in New Hampshire—140 miles north of Boston—lies one of the best kept video-game secrets in all of the country. The Funspot arcade in Weirs Beach lays claim to the largest collection of classic video game machines assembled, with all 250 of them having been a part of the 3rd Annual Twin Galaxies Classic held between May 31st and June 3rd. Almost 100 eager players came from all over the United States and tried to establish new world records on such classic arcade games such as *Carnival* and *Tutankham*. The highlights of the tournament were its two



The *Galaga* 1,000,000+ Club [L to R]: Jason Wilson, Mark Waterfield, Brian Laskiewicz

main events: the seven-game classic tournament (which featured *Robotron 2084*, *Pole Position*, *Donkey Kong*, *Qix*, *Joust*, *Wizard of Wor* and *Frogger*) and the "monochrome championship," which featured only titles from the era of black-and-white and vector graphic games

Pentathlon Results:

Wizard of Wor
Mark Longridge—101,200

New World Record!

Qix
Donald Hayes—148,196

Pole Position
Dave Nelson—63,800

Joust

Mark Longridge—528,750

Robotron 2084 (5 lives)
Abner Ashman—694,925

Frogger

Pat Laffaye—260,090

Donkey Kong

Rick Fothergill—348,900

Top 5 Overall (80 participants)

1st Place—Dwayne Richard

2nd Place—Donald Hayes

3rd Place—David Nelson

4th Place—Mark Longridge

5th Place—Pat Laffaye

Monochrome Results:

Depth Charge
John Lawton—3,880

Sprint 2

Dave Nelson—258

New World Record!

Space Invaders
R. Spaeth—6,820

Asteroids

Donald Hayes—313,780

Battlezone

Mike Hedge—384,000

Seawolf

Paul Skerritt—10,800

Wheels

Cameron Feltner—930

Top 5 Overall (60 participants)

1st Place—Dave Nelson

2nd Place—Adam Wood

3rd Place—Donald Hayes

4th Place—Paul Skerritt

5th Place—Ken Sweet

Other Results:

1942
Dwayne Richard—2,011,070

1943
Jason Wilson—1,512,280

Alien Syndrome
Kristian Mroczko—121,800

Alpine Ski
Tom Skerritt—86,682

Arkanoid
Zack Hample—1,374,270

Burger Time
Robert Cosulito—83,700

Carnival
Fred Pastore—386,750

New World Record!

Centipede
Jason Wilson—91,774

Cheyenne
Jason Wilson—27,700

Circus Charlie
Robert Mruczek—232,020

Crazy Climber
Fred Hiss—245,150

Contra
Jason Wilson—235,700

Congo Bongo
Jon Dworkin—259,620

Crossbow
Jason Wilson—748,500

Food Fight
Jon Dworkin—1,036,900

Galaxian
Robert Mruczek—56,830

Spy Hunter
Robert Cosulito—216,765

Rally-X
Adam Wood—78,640

Popeye
Jason Wilson—186,270

Q-Bert

Shawn Cram—2,401,770



Adam Wood accepts his award for winning the *Combat* tournament.

(*Battlezone*, *Seawolf*, *Seawolf II*, *Wheels* and *Asteroids*). There was also a regular score challenge for any of the games in the arcade; many of the 100 players still had games in progress when the whistle blew on Sunday afternoon. Dwayne Richard of Alberta, Canada held off multi-game master Donald Hayes (who recently set a *Centipede* world record) to take first place in the seven-game pentathlon. Dave Nelson of the New Hampshire Video Game Team took first in the Monochrome Championship, Adam Wood won the Atari 2600 *Combat* tournament and our own Jason Wilson led all players with the most first-place finishes on various titles throughout the event. Congratulations to everyone who entered. Special thanks to Walter Day, Gary Vincent, and everyone at Funspot for making this a stellar tournament once again!



Winner Dave Nelson accepts the "Monochrome Championship" award from Twin Galaxies' Gary Vincent and Walter Day.

Millipede
Donald Hayes—864,702

Mario Brothers
Jason Wilson—341,990

Jungle Hunt
Shawn Cram—81,180

Commando
Robert Mruczek—400,000

Meteoroids
Mark Spaeth—29,520

Defender
Joel Hedge—18,875

Dig Dug
Mark Longridge—1,832,840

Donkey Kong Jr.
Jason Wilson—74,300

Double Dragon
Jason Wilson—109,980

Enduro Racer
Mike Dickerson—1,014,281

FAX
Adam Wood—55,095

Fire Truck

Tim Burnham—250

Gyruss

Richard Marsh—3,425,600

Galaga

Mark Waterfield—1,783,180

Gauntlet II

Brian Laskiewicz—9,633

Hang-On

Joel Hedge—9,179,560

Hard Drivin'

Fred Hiss—105,221

Ikari Warriors

Adam Wood—689,000

Jr. Pac-Man

Abner Ashman—894,460

New World Record!

Mania Challenge

Paul Skerritt—723,250

Mappy

Chris McClard—90,930

Missile Command
Mike O'Neil—125,040

Ms. Pac-Man
Donald Hayes—181,790

Pac-Man
Abner Ashman—759,330

Paperboy (Hard)
Jason Wilson—17,667

Quartet
Adam Wood—216,400

Scramble
Robert Mruczek—1,147,580

New World Record!

Sky Shark
Jason Wilson—431,900

Space Harrier
Chris Brunnett—29,811,200

Super Pac-Man
Jon Dworkin—186,530

Tetris
Zack Hample—409,533

Time Pilot
Chris McClard—333,800

Track & Field
Paul Skerritt—87,870

Tron
Donald Hayes—4,580,031

Tutankham
Josh Barrett—488,760

New World Record!

Twin Cobra
Jason Wilson—952,450

Wheels II
Zack Hample—948

Wonder Boy
Mark Waterfield—895,650

New World Record!

Xybots
Joel Hedge—185,300

Zaxxon
Donald Hayes—1,746,550

Zoo Keeper
Shawn Cram—2,862,250



ANOTHER GAME HITS MARVEL VS. CAPCOM 2 TOURNAMENT!



Over 20 players gathered at Game Hits Game Store in Lansing, Michigan, for the kickoff of the month-long Capcom pentathlon on June 2nd. Players came from all over Michigan, and even as far away as Indianapolis! The competition was fierce, ending

with a battle between the members of Team Saginaw for the top rankings. The finals included a three-way tie for second place. Congratulations to the winners and thanks to Game Hits for another great tournament!

Marvel vs. Capcom 2 results:

- 1st Place—Raul Torrez (Storm, Cable, Cyclops)
- 2nd Place (tie)—Drac (Sentinel, Spiral, Cable)
- 2nd Place (tie)—Joshua "Tojo" Berden (Magneto, Cable, Cammy)
- 2nd Place (tie)—Al "Trigon" Dickson (Iceman, Cable, Dr. Doom)
- 3rd Place—Jon "Zeiram" Harris (Iron Man, Sentinel, Cable)



Team Saginaw: Members of the team that swept the tournament, from left to right: Derrick "Debokin" Barkley, Marc Wilkenson, Raul Torrez, Tsepesh "The Drac" Dracul, Jon "Zeiram" Harris, Joshua "Tojo" Berden, Al "Trigon" Dickson

TOURNAMENT CALENDAR

August 4-5, 2001

B5 Street Fighter Championships

Contact: The Gameroom
281 Iron Point Rd.
Folsom, CA 95630
(916) 608-9669

Last year's highly successful B4 tournament attracted over 100 gamers...and the B5 is shaping up to be one of the biggest tournaments of the summer! Featured games include *Marvel vs. Capcom 2*, *Capcom vs. SNK*, *Super Street Fighter II Turbo* and *Street Fighter Alpha 3*. Cash prizes will be awarded to the top three finishers in each contest! Email Tom Cannon (inkblot@shoryuken.com) for more information.

August 18-19, 2001

Street Fighter III: 3rd Strike/Capcom vs. SNK Tournaments

Contact: Family Fun Center
Omaha, NE
(402) 554-1925

Family Fun Center will be holding a *Street Fighter III: 3rd Strike* tournament on August 18 at 2:00 PM and a *Capcom vs. SNK* tournament on August 19 at 2:00 PM.

August 25, 2001

Master of California Armored Core 2 Championships

California State University at Fresno
Room 309
Fresno, CA

California State University at Fresno will be holding an *Armored Core 2* linked "vs." tournament with legal cores only, as well as another tournament with "plus" and "over-weight" categories allowed. The tournament will begin at 10:00 AM on August 25 with cash prizes and gift certificates to the winners. For more information, please email mr.o.chen@telicity.com.

RECURRING TOURNAMENTS

Capcom vs. SNK Bi-Weekly Tournaments

Contact: Golfland USA
Sunnyvale, CA
(408) 245-1322
Golfland USA holds bi-weekly tournaments in *Capcom vs. SNK* at 6:00 PM every other Saturday.

Flipper's Amusement Center Tournaments

Contact: Flipper's Amusement Center
Miami, FL
(305) 273-0381

Flipper's Amusement Center holds various weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Marvel vs. Capcom 2* and *Street Fighter III: 3rd Strike*.

Eight on the Break Tournaments

Contact: Eight on the Break
Dunnellen, NJ
(732) 752-8880

Eight on the Break holds tournaments twice a week on *Marvel vs. Capcom 2*, *Street Fighter Alpha 3*, *Capcom vs. SNK* and others.

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments

Contact: George Alfonso/All Amusement Center
Van Nuys, CA
(818) 756-0550

All Amusement Center in Burbank holds various player sponsored tournaments monthly on *Marvel vs. Capcom 2* and *Capcom vs. SNK*.

Marvel vs. Capcom 2/Capcom vs. SNK Monthly Tournaments

Contact: Southern Hills Golfland
Stanton, CA
(714) 895-4550

Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

Game Hits Game Store Tournaments

Contact: Game Hits Game Store
4324 W. Saginaw
Lansing, MI
(517) 323-0797
www.game-hits.com

Lansing, Michigan-based Game Hits Game Store hosts weekly tournaments for a variety of console games. All tournaments begin on Saturday at 7:00 PM. Entry fee is \$2, which includes pizza. Soda available for 50¢ per can. First prize is \$20 in store credit, additional prizes to be announced.



Pokémon Report



by Charlotte Chen

This month I've compiled a special retrospective section of *Pokémon Report* in which we look back at some of the unique hardware, software and bizarre peripherals that have made the *Pokémon* consumer salivate over the past five years. Why? Because the Game Boy Color and Nintendo 64 are on the way out, the holiday rush isn't here yet and the new Game Boy Advance *Pokémon* titles are still just sleeping giants over the horizon, waiting for their debut in 2002.

Pokémon Hardware Gallery

Game Boy Advance

Pokémon Center Celebi Edition: Despite the fact that the



Game Boy Advance is still in its infancy, the Poké Centers in Japan have already announced a second limited-edition Poké GBA which is, once again, only available at their locations in Tokyo and Osaka. The machine's translucent green hue matches the color of the mysterious Poké Celebi, whose silhouette appears next to the Game Boy Advance logo in two different styles. Poké fans in Japan were able to get their Celebi GBAs on July 30, 2001, one to a customer.

Pokémon Center Suicune Edition: The Poké Centers released their first special edition Game Boy Advance on the same day that the regular units were available in stores in Japan: March 21, 2001. A translucent blue casing reflects the color of Suicune, one of the legendary Poké in Gold and Silver. Images of Pikachu and Pichu frame the Game Boy Advance logo.

Nintendo 64

Pokémon Pikachu Nintendo 64: There's no denying that the Nintendo 64 is one of the most kid-friendly consoles ever created—because it can take the most abuse. Would you let your three-year old niece fool around with the PS2 that you laid down \$500 for because of the (cough, cough) unexpected shortage? The *Pokémon* version of the sturdy console features a gigantic raised image of Pikachu and a Pokéball power button. Perfect for kids who might abuse the unit unintentionally, and tough enough to survive abuse from over-Pokéfied adults. Released in Japan in two different colors—blue and dark orange—but only the blue model made it to North America.

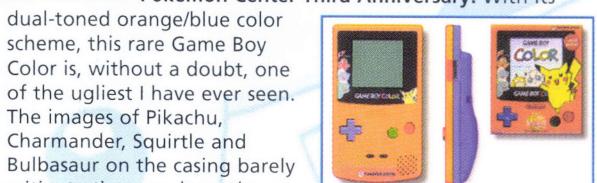
Game Boy Color

Pokémon Gold and Silver: Before the Game Boy Advance came along and introduced the Game Boy Color to its new friend obsolescence, Nintendo produced a beautiful, iridescent gold and silver unit decorated with small decals of Pikachu and Pichu. The shimmery device was introduced on March 5, 2001, a scant two months before the Game Boy Advance debuted in the U.S.



Pokémon Center Gold and Silver: The Poké Center got the jump on the U.S. again by releasing this special Gold and Silver Game Boy Color in Japan on November 21, 1999, a year before *Pokémon Gold and Silver* became available stateside. Pikachu, Chikorita, Cyndaquil and Totodile adorn the front casing.

Pokémon Center Third Anniversary: With its



dual-toned orange/blue color scheme, this rare Game Boy Color is, without a doubt, one of the ugliest I have ever seen. The images of Pikachu, Charmander, Squirtle and Bulbasaur on the casing barely mitigate the assault on the eyes.

The only cute thing about it is Charmander's tail, which flames up when you turn on the power. This eyesore became available at Japan's Poké Centers in celebration of their third year anniversary, during February of 1999.

Pokémon USA Yellow: The release of *Pokémon Special Pikachu Edition* in November of '99 was an ingenious marketing scheme targeting kids who were through playing *Red* and *Blue* and looking for a new experience as well as kids who were only familiar with the television program. At the same time, Nintendo released a new limited edition of the Game Boy Color, which featured a yellow/blue casing and decals of Pikachu, Jigglypuff and Togepi. Parents could buy the game and machine in a bundle, increasing the number of children in the U.S. who owned a Game Boy Color (perhaps in anticipation of broadening the market for future Poké titles?). After the *Pokémon Yellow* holiday season, maniacally laughing marketing execs were seen riding the crest of the Poké craze straight to the bank.

Pokémon Australia Edition: Looks a lot like the Poké USA Yellow edition, doesn't it? Take another look—although the casing is practically identical, there is one key difference. Instead of Togepi, Meowth is underneath the Jigglypuff decal.

Pokémon Hong Kong Edition: Only 2,000 of these were sold in Hong Kong; the front casing is translucent blue and the rear is an opaque white. Decals of Pikachu, Jigglypuff and Meowth decorate the edges of the screen, and the power light indicator doubles as the center of the Pokéball.



Pokémon Report



Pokémon Taiwan Edition: As with the Hong Kong edition, only 2,000 of these were ever made. The appearance is identical to the Hong Kong one, except the front casing is translucent green instead of blue.



Note: The front of the Australia, Hong Kong, and Taiwan editions are all identical; the only difference is the color scheme. What a racket, eh?

Game Boy Light

Pikachu Game Boy Light: This was sold in commemoration of the grand opening of the Pokécenter in Tokyo.



Pikachu appears in the upper left corner, his cheek centered above the power light indicator. The power switch toggles between "off," "on" and "light," the latter offering a green glow that makes it possible for night owls to indulge their Pokéman fixation without having to rely on an external light source. And while I'm on the subject: The standard Game Boy Light was released in Japan over three years ago. Why isn't a backlight switch included on the Game Boy Color or the Game Boy Advance? If it's so I can enjoy a good cry while trying to play Kirby's *Tilt 'n Tumble*, mission accomplished.

Game Boy Accessories

Pikachu Game Boy Printer: In the wake of its snazzier and more powerful successors, the Game Boy itself now resembles a black and white brick in your pocket. Still, it remains one of the most versatile consoles on the market. In addition to its portability, add-ons such as a printer and digital camera have increased the functionality of the unit over the years. This cute Pikachu version of the Game Boy printer was only released in Japan; a perfect machine for printing pictures from your Pokédex.



Pokémon Link Cables: Kemco made several variations of the Game Boy Color link cable, each with a different Pokémon clipped to the end. When the cable is plugged in, the Pokémon peeks over the side, as if curious to see what's on the screen. A Pokéball slides along the length of the cable, emulating the transfer of a Pokémon from one trainer to another.



Pikachu Worm Light: Pikachu clips to the side of the Game Boy, above the link cable port (so you can have the light attached and trade/battle through the link cable at the same time) as a Pokéball lamp sprouts upwards from a white coil. Since it runs on its own battery, there is no added drain of the ones powering your Game Boy.

Pikachu Batteries: These usually accompany any special edition Pokéman Game Boy Color purchased from the Pokécenter.



Virtual Pets

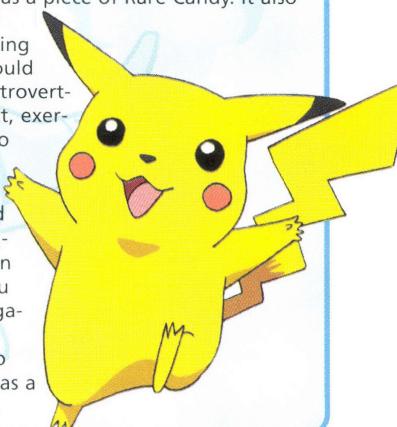
Pokémon Pikachu: The first Pikachu virtual pet had a monochrome screen and didn't interface with any of the Pokéman titles. However, a disturbing amount of rabid fans the world over posted websites devoted to documenting the daily activities of their new friend.



Pokémon Pikachu 2 GS: This colorized version of the Pocket Pikachu was released in the U.S. on the same day *Pokémon Gold* and *Silver* arrived in U.S.



stores. Once again, an ingenious marketing scheme—er, I mean plan—which guaranteed that kids buying the Game Boy Color titles would also pick up the virtual Pikachu. The Pokéman Pikachu 2 could interface with the Game Boy Color and transfer gifts over to the Pokéman carts, the most valuable of which was a piece of Rare Candy. It also doubled as a pedometer, so if someone accused you of wasting time playing with toys, you could confront them with the incontrovertible fact that you were, in fact, exercising. If you paid attention to Pikachu and registered enough mileage with your pedometer, then he remained happy and playful. If you neglected him, he would first turn his back on you whenever you called on him...and if the negative treatment continued, he would retreat completely into his Pokéball, thinking of you as a stranger. How heartbreaking.



Pokémon Software Gallery

Pokémon Red Version and Blue Version (GBC): This is where it all began. Someone decided that not all of the 151 monsters would be available in each title; instead, the missing monsters from *Red* would appear in *Blue*, and vice versa. The link cable finally came into standard use, after years of being considered a novelty. Then someone decided that even if you caught all the monsters in your Game Pak and traded with friends to get the remainder, there would be one—Mew—which no one could "catch" at all. The concept of the "rare" Pokéman had the desired effect of driving Pokémania into a frenzy when it was offered during

Nintendo mall tours and other events. *Red* and *Blue*, the most addictive substances ever marketed to the preteen demographic, infected playgrounds the world over, emptied parent's pocketbooks and established Pokéman as a bonafide phenomenon worthy of being featured on the cover of *Time* magazine. The *Blue* version was released in Japan as *Pocket Monster Green*, followed later by *Pocket Monster Blue* which was not the same as the North American *Pokémon Blue* and remains one of just two Pokéman games that were not released in the U.S.



Pokémon Pinball (GBC): One of the key reasons why the Pokéman games are so popular is because a lot of thought and effort is put into their design. Though many pinball video games suffer from "fuzzy" physics, *Pokémon Pinball* had no such problems and remains one of the best designed pinball video games ever made.

Pokémon Snap (N64): If you weren't already deeply embedded in the phenomenon, you might have been completely oblivious to the engaging gameplay of *Pokémon Snap*, which was the first game with Pokéman in 3-D. Intrepid photojournalist Anatole Brown took a safari through wild Pokéman territory and published his findings in the August 1999 issue of *TIPS & TRICKS*.

Pokémon: Special Pikachu Edition (Yellow Version) (GBC):

Taking advantage of the popularity of the WB Pokéman cartoon, Nintendo released this companion piece to *Pokémon Red* and *Blue* with some minor alterations which made the storyline more consistent with that of the cartoon. Pikachu was your first Pokéman, and he would follow behind you on the





Pokémon Report

screen—just as in the cartoon, he forgoes riding around in a Pokéball. Team Rocket encounters include obvious cameos by the bumbling Jessie and James; even the artwork was redone to resemble the cartoon.

Pokémon Stadium (N64): This was the first time you could see all 151 Pokémons participate in animated 3-D battles. A transfer pak was included which let Pokémons trainers load their own Pokémons from Red, Blue or Yellow; not only could they see and use their own Pokémons, they were able to play their Game Boy titles in the GB Tower, which emulated the Game Boy (though only the currently available Pokémons titles could be played this way.) This game was known as *Pokémon Stadium 2* in Japan; the first *Pokémon Stadium* game did not feature all 151 original Pokémons and was not released in North America.

Pokémon Trading Card Game (GBC): When Wizards of the Coast introduced the *Pokémon Trading Card Game* to U.S. shores during the holiday season of 1998, it became an instant hit. Kids would lug binders to school filled with cards, and teachers were frazzled with the need to either confiscate cards or rescue kids who were being harassed for theirs. For kids who didn't get swept up in the card craze right away (or had parents that weren't willing to unload hundreds of dollars for something they didn't understand), Nintendo released this electronic version of the popular card game. The game acts as a tutorial, making it the perfect device for easing a newbie into the game without risk of embarrassment in front of more experienced players.

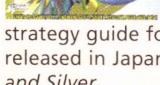
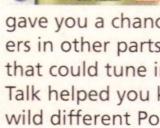
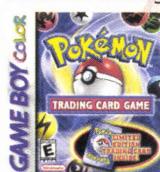
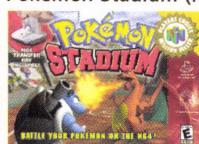
Pokémon Puzzle League (N64): This is essentially a remake of the puzzle game *Tetris Attack*, which was originally released on the Super NES and Game Boy. The symbols were redesigned to resemble the *Pokémon Trading Card* images, and animations featuring Ash, Pikachu and the other usual suspects appeared between levels. A tide-me-over title which could be enjoyed for a long time while everyone waited for *Pokémon Gold* and *Silver* to come out.

Hey You, Pikachu (N64): Despite protests that they were aiming for an older demographic, and trying to lose the N64's image as a "kiddie" machine, Nintendo released this infantile title for the not-yet-teething crowd. Although it is the only Nintendo 64 title to incorporate voice recognition technology—and it's implemented fairly well—the level of interaction is so shallow that only a very young child can enjoy it for any length of time.

Pokémon Gold Version and Silver Version (GBC): The first true sequels to *Red* and *Blue* were hugely successful, as everyone expected. A real-time clock in the game tested your devotion to catching them all, since the Pokémons now had circadian rhythms and some of them preferred the night to prowl around. New machines like the Pokégear gave you a chance to keep in touch with trainers in other parts of the world, and a radio that could tune in to Professor Oak's *Pokémon Talk* helped you keep tabs on where in the wild different Pokémons would appear.

Pokémon Puzzle League (GBC): A handheld version of the addictive puzzler. Although not blessed (or cursed, according to how you look at it) with the cartoon-quality intermissions of the N64 version, it's still a great title to have in your Game Boy Color library, whether you're a *Pokémon* fan, a puzzle game addict or both.

Pokémon Stadium 2 (N64): This giant of a cartridge has the capacity to display all 251 Pokémons in 3-D; with animation designed for all the new moves that the Pokémons could learn as well. An exhaustive guide on everything *Pokémon*, which nearly killed me while I was doing the *TIPS & TRICKS* strategy guide for it. This was the third *Pokémon Stadium* title released in Japan, where its title was *Pokémon Stadium Gold and Silver*.



Pokémon Crystal Version (GBC): The newest *Pokémon* game, *Pokémon Crystal* is the companion piece of *Pokémon Gold* and *Silver*. It has redesigned areas and includes the option to play as a male or female trainer, with some aesthetic differences in the way your Pokégear and Backpack appear. Here is a breakdown of the new elements which appear in the game:

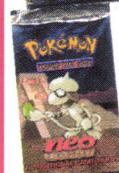
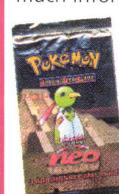
- Battle Tower:** This tower appears west of Olivine City; it's an arena where you can battle trainers to earn pharmaceutical items like Protein and Carbos.
- Ruins of Alph:** The Unown glyphs covering the walls give you hints which could lead to hidden passages, as long as you've learned how to decipher them.
- Tin Tower:** A group called the Wise Trio lounges in the Tin Tower north of Ecruteak City and will tell you a story. In exchange, you get to battle them for the privilege to face Suicune, the legendary *Pokémon* they've sworn to protect.
- Dragon's Den:** Instead of making you find the Dragon's Fang after you defeat her, Claire, the Blackthorn Gym Leader, sends you to the Dragon's Den to take the Trainer's Challenge, a sort of *Pokémon* trivia contest. If you've played through *Pokémon Stadium 2*, then you should be an ace at this.
- Buena:** A new radio program broadcasts from Goldenrod City, and its host will announce a new password every night. If you use your password at the radio station, you will earn points which can be redeemed for prizes.
- Odd Egg:** Remember the Mystery Egg, which always hatched into Togepi in *Gold* and *Silver*? When you hatch the Odd Egg, you get one of several pre-evolved *Pokémon*.
- Animation:** When engaging in battle, the *Pokémon* will present themselves with short battle animations.
- Cellular Phone:** In the Japanese version, the most innovative feature of *Pokémon Crystal* is its compatibility with the GB Mobile Adapter, which attached the Game Boy Color to a cellular phone and allowed trainers to challenge each other to long-distance battles. Unfortunately, the U.S. cellular networks are busy giving themselves nonsensical names like "Cingular" and "Verizon," and the cell phone interactivity of *Pokémon Crystal* cannot be implemented in the U.S.

Pokémon Advance (GBA): Although practically nothing is known about this game (the title of which will most likely change before its actual release), images of the new *Pokémon* that will appear in it were shown during the Game Boy Advance press conference in Tokyo. They also appear as characters in the animated short, *Pikachu's Doki Doki Hide-and-Seek Adventure*, which was shown prior to *Celebi's Time Adventure*, the latest feature-length *Pokémon* movie released in Japan.



NEO DISCOVERY

To remain in keeping with this retrospective theme, I thought I would make a list of every *Pokémon* trading card ever published by Wizards of the Coast...but it soon became clear that compressing that much information into the monthly



Pokémon Report would turn *TIPS & TRICKS* into an inky, illegible black hole. Collectors will just have to be satisfied with the news that the latest addition to the *Pokémon* Trading Card Game includes the glyptic Unown *Pokémon*, which appear in the Ruins of Alph in 26 different configurations corresponding to the 26 letters of the alphabet. The Brain Wave and Wallop preconstructed theme decks each include 60 cards, a holofoil premium card, a 32-page advanced rulebook, 10 damage counters, a Poison counter, a generic counter, a collectable metal game coin and a game card list. Those of you with preferred decks already can deconstruct these decks and integrate them with your own cards however you see fit. You can further customize your deck using the Neo Discovery booster packs, which come with 11 random cards included.





Japan Report!

by Anatole Brown

NEW ONIMUSHI FACE

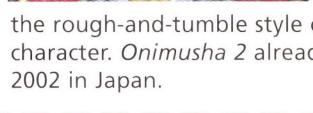


Capcom recently revealed the new protagonist for its samurai sequel, *Onimusha 2*.

Some of you already know that in *Onimusha: Warlords* the main character, Samanosuke Akechi, was modeled after Takeshi Kaneshiro, the popular young Japanese actor. Kaneshiro even helped the development team come up with several ideas for the game. For *Onimusha 2*, however, Capcom is resurrecting a different actor: Japan's legendary icon,

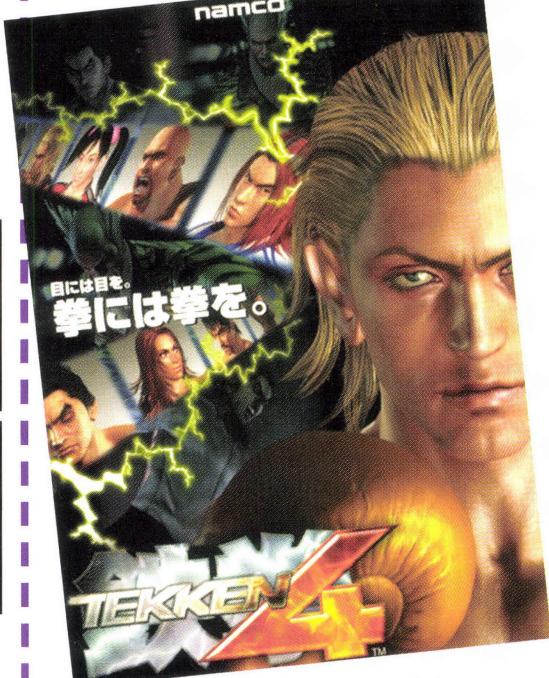
Yusaku Matsuda. Not many people here in the U.S. would know Matsuda; you may remember him in the movie *Black Rain* with Michael Douglas, in which he played the role of the evil bike gang leader. Unfortunately, his American debut proved to be the last film of his career as Matsuda died the following year in 1989. Playing *Onimusha 2*

may become a creepy experience for many Japanese, but Capcom wanted the rough-and-tumble style of Matsuda to be reflected in the main character. *Onimusha 2* already has a set release date of March 7th, 2002 in Japan.



looks like WCW's Goldberg is Craig Marduk, a wrestler making his debut at the tournament. The new Tekken babe is Christie Monteiro—Eddy Gordo's daughter—who is also versed in the Capoeira fighting style just like her father. The new dude with the slicked-back blond hair is Steve Fox, a Hollywood actor with sick boxing skills.

TEKKEN 4 Invades the Arcades



By the time you read this, *Tekken 4* will be heating up arcades all across Japan as the fourth Iron Fist Tournament kicks into high gear. As you can see from the marquee showing the eight default characters, several contestants



are returning from *Tekken 2* and *3*, but new ones have been added as well. The guy who

looks like WCW's Goldberg is Craig Marduk, a wrestler making his debut at the tournament. The new Tekken babe is Christie Monteiro—Eddy Gordo's daughter—who is also versed in the Capoeira fighting style just like her father. The new dude with the slicked-back blond hair is Steve Fox, a Hollywood actor with sick boxing skills.

Tekken 4 brings the series back to a pure one-on-one fighting style, but with a few game-play enhancements. Each fighting arena will be enclosed, meaning that fighters will have to contend with walls. Cornering, position-changing, counteracting and against-the-wall moves will play key roles during each fight. *Tekken 4* should be coming to the U.S. arcades in just a couple of weeks. We'll certainly keep you up to date on this monster game. It's time to sharpen your *Tekken* skills again!

GUNDAMSWAN



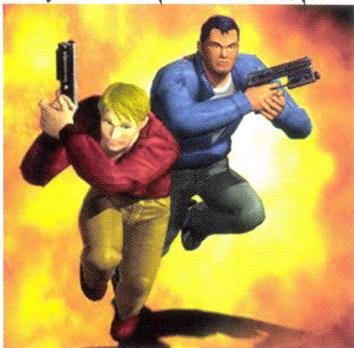
Bandai introduces two limited edition WonderSwan Color units for those crazed *Gundam* fans everywhere. The RX-78-2 *Gundam* model comes in the blue, white, yellow and red *Gundam* colors. The MS-06S Zaku II model is based on Char



Aznable's special red leader Zaku. Each unit comes with special default sound effects resembling their respective *Mobil Suit*. When will someone wise up and bring the awesome WonderSwan handheld device to the U.S.?



GUNCON 2 FOR PS2



GUNCON 2

No matter how many PlayStation gun controllers were produced over the years by different manufacturers, none has even come close to the reliability and accuracy of Namco's Guncon controller. As we evolve into the PlayStation 2 era, our gun controller must evolve as well—so Namco brings us Guncon 2! The Guncon 2 is currently being designed for two upcoming PS2 games: *Time Crisis 2* and *Vampire Night*. The gun will connect through the USB port of the PS2. New buttons have been added to the original trigger directional pad and the C button. The C button is placed under the gun's handle to serve as a "reload" button so it feels like you're jamming in a fresh clip into the magazine. Unfortunately, the Guncon 2 will not work with regular PlayStation games like *Time Crisis: Project Titan* and *Point Blank 3*. At the same time, *Time Crisis 2* and *Vampire Night* will only work with the Guncon 2. Evolution, after all, is about adaptation!



PS One Gets FANCY

These new PS one controllers and Memory Cards that just went on sale in Japan are really no different than the color selections available for the regular PlayStation. But if you really want to match that rounded controller connector unique to the PS one, then these are for you. The new colors for the PS one controller should be available in the U.S. very soon. Sony says that it expects to see a resurging demand for PlayStation peripherals as PS one games get cheaper.



Namco at the Movies

Not to be outdone by Square and its lofty *Final Fantasy: Spirits Within* movie, Namco just announced that it is also doing a full-length CG animation movie called Axis. The 35 million-dollar project will be developed together with a French company called Chaman



Productions. Axis will also be a PlayStation 2 game and Namco plans to release it simultaneously with the movie. The story is about the survivors of a spaceship crash trying to make it on a mysterious planet. No release date has been set.



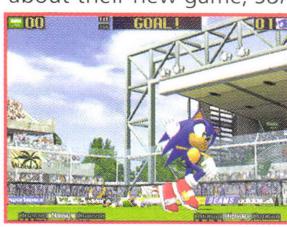
Sony Happy Meals!

Parappa the Rapper and his buddies are bringing smiles to fast food junkies all across Japan as Sony and McDonald's team up for the PlayStation 2 Summer Festival. If you order a Happy Meal in Japan, you will get any one of these ultra-cool Sony goodies. The featured characters are Toro, Parappa, Chocobo and an Ape Escape monkey. Burger munchers will also get a chance to win a special "Happy Disc" for the PlayStation 2. What is actually on the "Happy Disc" is unclear, but it seems to include demos of upcoming games. Apparently there is going to be a McDonald's stage in the upcoming game, *Parappa the Rapper 2*!



SONIC CAMEOS

Sega continues to celebrate Sonic's 10th birthday as our little blue friend pays several surprise visits to different Sega games. Some of you may have seen Sonic, Knuckles, Tails and Dr. Robotnik hanging out in the stores of Pioneer 2 while playing *Phantasy Star Online* a couple of months back. In Japan, where almost everyone has switched to *Phantasy Star Online* Ver. 2, Sonic and his friends were seen hanging out in the chat lobby areas, telling everyone about their new game, *Sonic Adventure 2*. Sonic



and friends also make a special appearance in *Virtua Striker 3* as a soccer team! There have also been rumors that Sonic will be a secret character in Nintendo's new *Super Smash Bros. Melee* game for the GameCube, but that sounds a little too good to be true. Happy Birthday, Sonic!

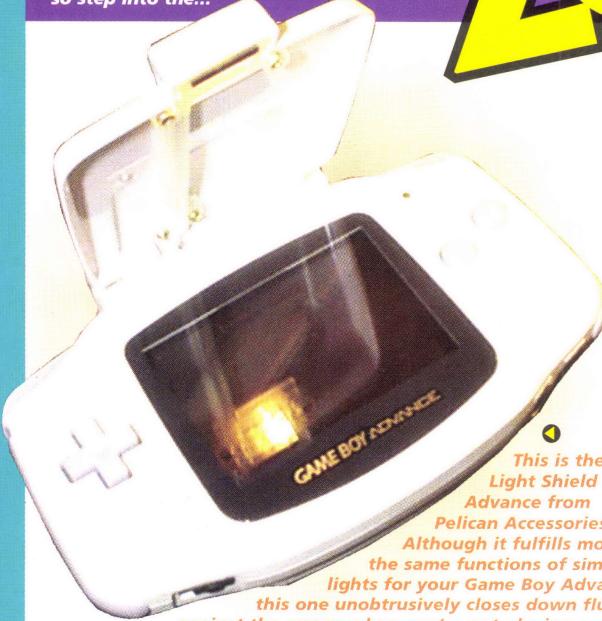




This was the summer of the Game Boy Advance, the greatest outdoor game system for your vacation getaways. Now that the leaves are starting to fall and the air is getting cooler, it's time to take your toys inside. We're going to take a look at some lights for the Game Boy Advance and other wicked thingamajigs to brighten up your home, so step into the...

COOL ZONE

cool ZONE



This is the Light Shield Advance from Pelican Accessories.

Although it fulfills most of the same functions of similar lights for your Game Boy Advance,

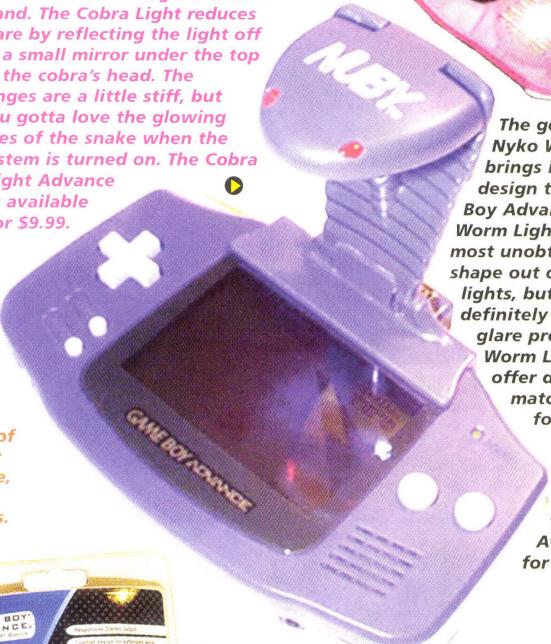
this one unobtrusively closes down flush against the screen when you're not playing games.

It also features a separate switch for the light as well as a brightness control. Best of all, it's only \$9.99!

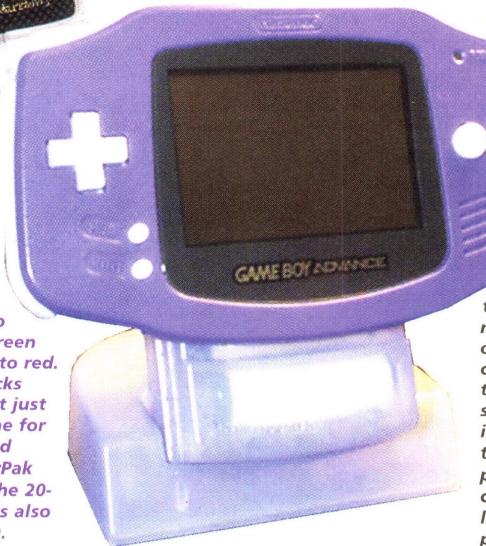
The Cobra Light Advance from Nuby has the coolest shape of all the GBA lights with its flaring cobra-head stand. The Cobra Light reduces glare by reflecting the light off of a small mirror under the top of the cobra's head. The hinges are a little stiff, but you gotta love the glowing eyes of the snake when the system is turned on. The Cobra Light Advance is available for \$9.99.



The good ol' Nyko Worm Light brings its simple design to the Game Boy Advance. The Worm Light is the most unobtrusive in shape out of all the lights, but there definitely is a bit of a glare problem. The Worm Light does offer different matching colors for your Game Boy Advance, giving it an authentic feel. Available for \$9.99.



Here's a trio of portable gaming accessories from Pelican. The 4-Player Link Cable is compatible with both the Game Boy Advance and Game Boy Color. No need to daisy-chain cables here; this \$9.99 product has all the connections you need to link four players together. The \$14.99 Power Grip Advance clips onto the back of your Game Boy Advance and provides a rechargeable battery with up to 12 hours of playtime per charge. Also, by increasing the thickness of the GBA, it makes playing much easier for those who have big, fat adult hands. The Ear Blasters are a pair of earphones for your Game Boy Color or Game Boy Advance. They feature the new, cool "ear clip" design so each piece independently rests on each ear. There's also a volume control located on the wire and the plug size is a standard 1/8 inch. Suggested retail price is \$7.99.



Nothing's worse than running out of battery power just when you pull off a SICK Score in Tony Hawk's Pro Skater 2. Interact's PowerPak gives you 15 full hours of gameplay with just one charge, so you'll never need to worry about that green power light fading to red. The power pack docks onto the power unit just like a cordless phone for easy attachment and removal. The PowerPak retails for \$14.99. The 20-hour PowerPak EX is also available for \$19.99.

Here's the perfect way to store and carry around your Game Boy Color or Game Boy Advance. It's the Wacky Pak from Pelican Accessories. It's really not that wacky, but it does boast a large number of places to put your Game Boy-related stuff. On the back there's a large nylon loop, plus a smaller one with a metal hiking clip attached to it! On the front, you'll find a small zipper pocket inside a flap that opens to reveal another mesh pocket, a plastic key-chain clip and finally the large main zippered compartment for your Game Boy. You can find it at your favorite video-game store for \$9.99.





COOL ZONE



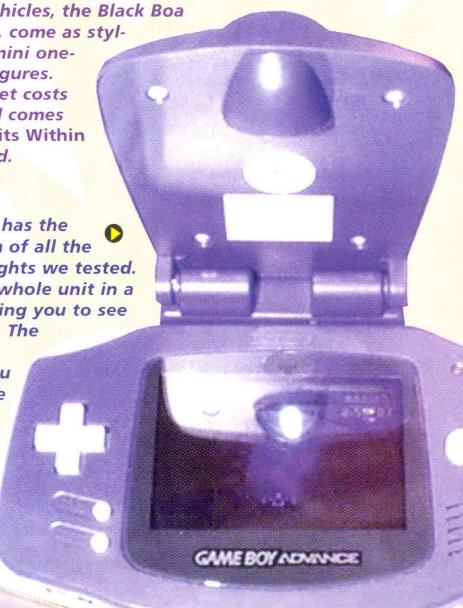
A link cable is a link cable no matter who makes it. But for \$7.99, the Cobra Link 1 to 1 cable from Nuby has cool snake-shaped connectors to impress your buddies during a "head-to-head" match. Also available is the Cobra Power Deluxe for Game Boy Advance, which gives you 30 full hours of playing time every time you charge it up. The big selling point of the Cobra power Deluxe is that the LED in the Cobra's eyes will tell you if the power is running low. It also comes with a cool cobra-shaped adapter. Buy it at your local store for \$19.99.



Bandai just released a whole slew of action figures and playsets based on the movie, Final Fantasy: Spirits Within. The action figures are around six inches tall, articulated and super detailed. Each figure comes with its own armor and weapons. The following characters are available: Aki, Grey, Dr. Sid, Ryan, Neil, Hein and Phantom. Each figure costs \$9.99.

The movie's vehicles, the Black Boa and Copperhead, come as stylized playsets with mini one-inch action figures.

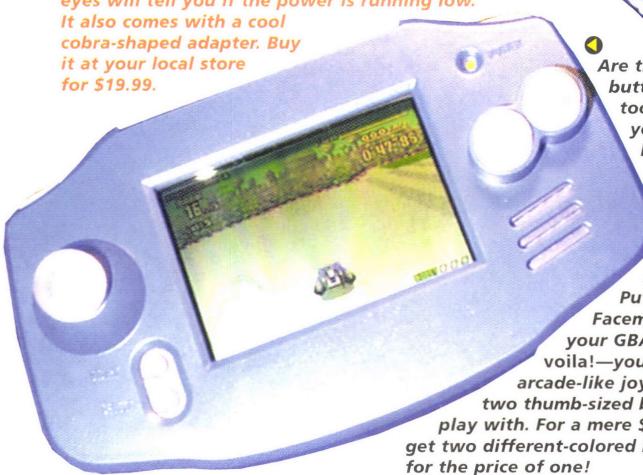
Each playset costs \$14.99 and comes with a Spirits Within display stand.



Interact's GlowGuard has the widest light spectrum of all the Game Boy Advance lights we tested. In fact, it bathes the whole unit in a soft blue glow, allowing you to see all the buttons easily. The downside of the GlowGuard is that you can't completely close the flip-lid over the screen because of the jutting light bulb. Still, this is a solid purchase for \$9.99.



Are the GBA buttons a little too small for your Hulk-like hands? Try Interact's Facemask for the Game Boy Advance. Put the Facemask over your GBA and voila!—you have an arcade-like joystick and two thumb-sized buttons to play with. For a mere \$4.99 you get two different-colored Facemasks for the price of one!



Some folks are way too protective of their handheld units. Jason, for example, won't let anyone touch his GBA unless they wash their hands first. That's why Interact made the Bumper GBX, which is basically a rubber suit for the GBA. Now you can feel safe when your little brother plays it while you're not at home. The Bumper GBX goes for \$9.99.

For those gamers who live in more humid climates, Pelican Accessories also has a product for you! The Wet Suit is rainproof and spill-proof, so it keeps your Game Boy Advance or Game Boy Color nice and dry inside. The bottom half is covered with a rubbery material for extra safety and the back includes a very sturdy plastic belt loop with a plastic hiking clip. Suggested retail price is \$9.99.

MINIVAN, ADVANCED.



www.gameboy.com

© 1992, 2001 Nintendo. Game developed by INTELLIGENT SYSTEMS.
TM, ®, and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo.
Game Boy® Advance, Game and Game Boy® Advance Game Link™ cable sold separately.



MARIO KARTTM SUPER CIRCUITTM

When car shopping, some people will tell you to look for safety. Whatever. It's all about the options, baby! Like, for example, air conditioning. And koopa shells. And lightning blasts on command. Introducing Mario KartTM: Super CircuitTM for Game Boy[®] Advance, a no-holds-barred race with all your favorite characters and over 20 new tracks. And with 4-player action off one game pak, say goodbye to those annoying backseat drivers.

LIFE ADVANCEDTM

HALF MAN.

HALF DEMON.

PURE VENGEANCE.

OCTOBER
17TH 2001



Devil May Cry

FROM THE CREATORS OF "RESIDENT EVIL"

DEVILMAYCRY.COM



Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation®2



CAPCOM
capcom.com

CHECK OUT THE INTERACTIVE DEMO OF DEVIL MAY CRY—NOW AVAILABLE IN RESIDENT EVIL CODE: VERONICA X

©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A. INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. DEVIL MAY CRY is a trademark of CAPCOM CO., LTD. PlayStation and the PS Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.